

DUNGEONS & DRAGONS®

CHARACTER SHEET

SOULKNIFE

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIGN _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR STRENGTH | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

| TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER |
|--------------------------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|
| AC ARMOR CLASS | | | | | | | |

TOUCH
ARMOR CLASS**FLAT-FOOTED**
ARMOR CLASS

| TOTAL | NONLETHAL DAMAGE |
|-------------------------------|------------------|
| HP HIT POINTS | |
| WOUNDS/CURRENT HP | |
| DAMAGE REDUCTION | |
| INITIATIVE MODIFIER | |

CONDITIONAL AC MODIFIERS

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

BASE ATTACK BONUS**SPELL RESISTANCE****GRAPPLE**
MODIFIER**SPEED**

| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
|------------|------|-------|--------------|--------|----------|
| RANGE | TYPE | NOTES | | | |
| AMMUNITION | | | | | |
| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
| RANGE | TYPE | NOTES | | | |
| AMMUNITION | | | | | |
| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
| RANGE | TYPE | NOTES | | | |
| AMMUNITION | | | | | |
| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
| RANGE | TYPE | NOTES | | | |
| AMMUNITION | | | | | |
| ATTACK | | | ATTACK BONUS | DAMAGE | CRITICAL |
| RANGE | TYPE | NOTES | | | |
| AMMUNITION | | | | | |

| CLASS SKILL | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC. MODIFIER |
|-------------------------------------|------------------------|-------------|----------------|------------------|-------|----------------|
| <input type="checkbox"/> | APPRAISE ■ | INT | | | | |
| <input checked="" type="checkbox"/> | AUTOHYPNOSIS | WIS | | | | |
| <input type="checkbox"/> | BALANCE ■ | DEX* | | | | |
| <input type="checkbox"/> | BLUFF ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | CLIMB ■ | STR* | | | | |
| <input checked="" type="checkbox"/> | CONCENTRATION ■ | CON | | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ () | INT | | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | | |
| <input type="checkbox"/> | CRAFT ■ () | INT | | | | |
| <input type="checkbox"/> | DECIPHER SCRIPT | INT | | | | |
| <input type="checkbox"/> | DIPLOMACY ■ | CHA | | | | |
| <input type="checkbox"/> | DISABLE DEVICE | INT | | | | |
| <input type="checkbox"/> | DISGUISE ■ | CHA | | | | |
| <input type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | | |
| <input type="checkbox"/> | FORGERY ■ | INT | | | | |
| <input type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | | |
| <input type="checkbox"/> | HANDLE ANIMAL | CHA | | | | |
| <input type="checkbox"/> | HEAL ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | | |
| <input type="checkbox"/> | INTIMIDATE ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | JUMP ■ | STR* | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE () | INT | | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | | |
| <input type="checkbox"/> | OPEN LOCK | DEX | | | | |
| <input type="checkbox"/> | PERFORM ■ () | CHA | | | | |
| <input type="checkbox"/> | PERFORM ■ () | CHA | | | | |
| <input type="checkbox"/> | PERFORM ■ () | CHA | | | | |
| <input checked="" type="checkbox"/> | PROFESSION () | WIS | | | | |
| <input type="checkbox"/> | PROFESSION () | WIS | | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | | |
| <input type="checkbox"/> | RIDE ■ | DEX | | | | |
| <input type="checkbox"/> | SEARCH ■ | INT | | | | |
| <input type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | | |
| <input type="checkbox"/> | SLEIGHT OF HAND | DEX* | | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | | |
| <input type="checkbox"/> | SURVIVAL ■ | WIS | | | | |
| <input type="checkbox"/> | SWIM ■ | STR* | | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | | |
| <input type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | | |
| <input type="checkbox"/> | USE ROPE ■ | DEX | | | | |
| <input type="checkbox"/> | | | | | | |

■ Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

| ITEM | LOCATION | PAGE REF. | WEIGHT |
|------|----------|-----------|--------|
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| ITEM | LOCATION | PAGE REF. | WEIGHT |
|------|----------|-----------|--------|
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TOTAL WEIGHT
CARRIED

DORJES, PSICROWNS & COGNIZANCE CRYSTALS

| | | | |
|----------|----|----|---|
| DORJE | ML | DC | CHARGES SPENT |
| | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| PSICROWN | ML | DC | PP |
| | | | |
| | | | |

| |
|---|
| COGNIZANCE CRYSTALS |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

CARRYING CAPACITY

| | | | | | |
|--------------------------|--------------------------|--------------------------|-----------------------------------|---------------------------------|------------------------------|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2 X MAX LOAD | PUSH OR DRAG 5 X MAX LOAD |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

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CONTAINERS

| CONTAINER | CAPACITY | WEIGHT |
|-----------|----------|--------|
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| | | |
| | | |
| | | |
| | | |

WEALTH

| MONEY | GEMS | ART | OTHER |
|-------|------|-----|-------|
| CP— | | | |
| SP— | | | |
| GP— | | | |
| PP— | | | |

[illegible]

| Weapon | Special Ability | Enhancement Bonus |
|---------------------|-----------------|-------------------|
| Defending | | +1 |
| Keen | | +1 |
| Lucky | | +1 |
| Mighty cleaving | | +1 |
| Psychokinetic | | +1 |
| Sundering | | +1 |
| Vicious | | +1 |
| Collision | | +2 |
| Mindcrusher | | +2 |
| Psychokinetic burst | | +2 |
| Suppression | | +2 |
| Wounding | | +2 |
| Body feeder | | +3 |
| Mindfeeder | | +3 |
| Soulbreaker | | +3 |

EXPERIENCE

| | | |
|-----------------------|------------------|-----|
| EXPERIENCE | | |
| NEEDED FOR NEXT LEVEL | LEVEL ADJUSTMENT | ECL |

ARMOR/PROTECTIVE ITEMS

| ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX |
|-----------------------|---------------|----------|---------|
| | | | |
| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT |
| | | | |
| SPECIAL PROPERTIES | | | |
| | | | |

| SHIELD/PROTECTIVE ITEM | AC BONUS | WEIGHT | CHECK PENALTY |
|------------------------|--------------------|--------|---------------|
| | | | |
| SPELL FAILURE | SPECIAL PROPERTIES | | |
| | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|-----------------|----------|--------|--------------------|
| | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|-----------------|----------|--------|--------------------|
| | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|-----------------|----------|--------|--------------------|
| | | | |

RACIAL TRAITS

NOTES