



character record sheet

Player _____

Character Name _____

Team Name _____

Division Rating _____

Class _____

Race _____

Alignment _____

Level _____

Patron _____

Age _____

Gender _____

Height _____

Weight _____

Eyes _____

Hair _____

Skin _____

ABILITIES

	SCORE	MODIFIER	TEMP SCORE	TEMP MOD
Charisma				
Strength				
Dexterity				
Constitution				
Intelligence				
Wisdom				

INITIATIVE

MODIFIER

TOTAL = *Dex* + *Misc*

SPEED

ATTACK BONUSES

BASE											
	<i>Total</i>	=	<i>Base</i>	+	<i>Str</i>	+	<i>Size</i>	+	<i>Misc</i>	+	<i>Temp</i>
Melee											
Ranged											

HIT POINTS

TOTAL	CURRENT HP	SUBDUAL DAMAGE

ARMOR CLASS

TOTAL	=	10	+	<i>Armor</i>	+	<i>Shield</i>	+	<i>Dex</i>	+	<i>Size</i>	+	<i>Misc</i>

WEAPON

_____ Type _____

Total Attack Bonus

Damage Critical

Range _____ Size _____

Special Properties _____

WEAPON

_____ Type _____

Total Attack Bonus

Damage Critical

Range _____ Size _____

Special Properties _____

EXPERIENCE POINTS

SKILLS

Skill	Ability	TOTAL	Mod	Ranks	Misc Mod
Alchemy	int	_____ = _____	_____ +	_____ +	_____ +
Animal Empathy	cha	_____ = _____	_____ +	_____ +	_____ +
Appraise	int	_____ = _____	_____ +	_____ +	_____ +
Balance	dex	_____ = _____	_____ +	_____ +	_____ +
Bluff	cha	_____ = _____	_____ +	_____ +	_____ +
Climb	str	_____ = _____	_____ +	_____ +	_____ +
Concentration	con	_____ = _____	_____ +	_____ +	_____ +
Craft-_____	int	_____ = _____	_____ +	_____ +	_____ +
Decipher Script	int	_____ = _____	_____ +	_____ +	_____ +
Diplomacy	cha	_____ = _____	_____ +	_____ +	_____ +
Disable Device	int	_____ = _____	_____ +	_____ +	_____ +
Disguise	cha	_____ = _____	_____ +	_____ +	_____ +
Drive	dex	_____ = _____	_____ +	_____ +	_____ +
Dungeon Crawl Lore	int	_____ = _____	_____ +	_____ +	_____ +
Escape Artist	dex	_____ = _____	_____ +	_____ +	_____ +
Forgery	int	_____ = _____	_____ +	_____ +	_____ +
Gather Info	cha	_____ = _____	_____ +	_____ +	_____ +
Handle Animal	cha	_____ = _____	_____ +	_____ +	_____ +
Heal	wis	_____ = _____	_____ +	_____ +	_____ +
Hide	dex	_____ = _____	_____ +	_____ +	_____ +
Innuendo	wis	_____ = _____	_____ +	_____ +	_____ +
Intimidate	cha	_____ = _____	_____ +	_____ +	_____ +
Intuit Direction	wis	_____ = _____	_____ +	_____ +	_____ +
Jump	str	_____ = _____	_____ +	_____ +	_____ +
Knowledge-arcana	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-astronomy	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-nobility,royalty	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-the planes	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-religion	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-dungeon crawl	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-_____	int	_____ = _____	_____ +	_____ +	_____ +
Knowledge-_____	int	_____ = _____	_____ +	_____ +	_____ +
Listen	wis	_____ = _____	_____ +	_____ +	_____ +
Move Silently	dex	_____ = _____	_____ +	_____ +	_____ +
Open Lock	dex	_____ = _____	_____ +	_____ +	_____ +
Perform-_____	cha	_____ = _____	_____ +	_____ +	_____ +
Perform-_____	cha	_____ = _____	_____ +	_____ +	_____ +
Perform-_____	cha	_____ = _____	_____ +	_____ +	_____ +
Pick Pocket	dex	_____ = _____	_____ +	_____ +	_____ +
Profession-_____	wis	_____ = _____	_____ +	_____ +	_____ +
Read Lips	int	_____ = _____	_____ +	_____ +	_____ +
Ride-_____	dex	_____ = _____	_____ +	_____ +	_____ +
Scry	int	_____ = _____	_____ +	_____ +	_____ +
Search	int	_____ = _____	_____ +	_____ +	_____ +
Sense Motive	wis	_____ = _____	_____ +	_____ +	_____ +
Spellcraft	int	_____ = _____	_____ +	_____ +	_____ +
Spot	wis	_____ = _____	_____ +	_____ +	_____ +
Swim	str	_____ = _____	_____ +	_____ +	_____ +
Tumble	dex	_____ = _____	_____ +	_____ +	_____ +
Use Magic Device	cha	_____ = _____	_____ +	_____ +	_____ +
_____	_____	_____ = _____	_____ +	_____ +	_____ +
_____	_____	_____ = _____	_____ +	_____ +	_____ +
_____	_____	_____ = _____	_____ +	_____ +	_____ +

FAME RATING

TURN

SAVING THROWS

	Total	=	<i>Base Save</i>	+	<i>Ability</i>	+	<i>Magic</i>	+	<i>Misc</i>	+	<i>Temp</i>
Fortitude											
Reflex											
Will											
Conditional Modifiers	_____		_____		_____		_____		_____		_____



Adventures in the
Xtreme Dungeon
Crawl League™

Campaign _____

Team Members _____

COMMERCIAL ENDORSEMENTS

Agent- _____

Sponsors- _____

Contracts- _____

MONEY

Copper Pieces _____

Silver Pieces _____

Gold Pieces _____

PRIZES

SIGNATURE MOVE

Name _____

Description _____

Stats _____

GEAR

ARMOR

Type _____

Bonus Max Dex Bonus

Check Penalty Spell Failure

Speed _____ Weight _____

Special Properties _____

SHIELD/PROTECTIVE ITEM

Armor Bonus Check Penalty

Spell Failure Weight _____

Special Properties _____

SPECIAL ABILITIES & FEATS

LANGUAGES

SPELLS

0: _____	3rd: _____	6th: _____
_____	_____	_____
_____	_____	_____
_____	_____	_____
1st: _____	4th: _____	7th: _____
_____	_____	_____
_____	_____	_____
_____	_____	_____
2nd: _____	5th: _____	8th: _____
_____	_____	_____
_____	_____	_____
_____	_____	9th: _____
_____	_____	_____

SPELL LEVELS

DC Modifier

Spell Save DC	Level	Spells Per Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

SPELL SAVE

NUMBER OF SPELLS KNOWN

0: _____
1st: _____
2nd: _____
3rd: _____
4th: _____
5th: _____
6th: _____
7th: _____
8th: _____
9th: _____

NOTES