

**DUNGEONS
& DRAGONS**
CHARACTER RECORD SHEETS

AMMUNITION											
		□□□□		□□□□				□□□□		□□□□	
		□□□□		□□□□				□□□□		□□□□	
		□□□□		□□□□				□□□□		□□□□	
		□□□□		□□□□				□□□□		□□□□	

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.



experience points

[illegible]

POWER SAVE 1d20+

KEY ABILITY MODIFIER

--	--

FREE MANIFESTATIONS

0-LEVEL

Psionic Combat: 1d20 + DC Modifier + Key Ability Modifier

	EGO WHIP	ID INSINUATION	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
EMPTY MIND	+1	−2	+3	−3	−5
INTELLECT FORTRESS	−2	+1	+0	+6	+4
MENTAL BARRIER	−1	+4	−3	+1	+3
THOUGHT SHIELD	−4	−1	−2	+4	+2
TOWER OF IRON WILL	+3	+0	−1	+5	−3
NONPSONIC BUFFER	−8	−9	+4	−8	−8
FLAT-FOOTED OR OUT OF POWER POINTS	+8	+7	+8	+8	+8

ATTACK MODES

[illegible]

DEFENSE MODES

POWERS

[illegible]

NUMBER OF POWERS KNOWN

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

SPELLS

SPELL SAVE

DC MOD

DC MOD

NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)

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

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

SPELLS

[illegible]