

CHARACTER NAME
Warlock *Goblin*
CLASS RACE
small *Male* *3'6*
SIZE AGE GENDER HEIGHT

PLAYER
Jeff *CN* *7*
ALIGNMENT LEVEL DEITY
50
WEIGHT EYES HAIR SKIN

DUNGEONS & DRAGONS

CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR	14	0		
DEX	16	+3		
CON	15	+2		
INT	10	0		
WIS	9	-1		
CHA	18	+4		

TOTAL HP *42* WOUNDS/CURRENT HP
AC *14* = 10 + [] + [] + [3] + [1] + [] + []
TOTAL INITIATIVE *3* = [3] + []
TOTAL BASE ATTACK *5* = [3] + []

DAMAGE REDUCTION *1* HIT DIE TYPE
SPEED *30*
MISS CHANCE ARCANESPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

SAVING THROWS
FORTITUDE TOTAL *6* = *4* + *2* + [] + [] + []
REFLEX TOTAL *5* = *2* + *3* + [] + [] + []
WILL TOTAL *4* = *5* + *-1* + [] + [] + []

MELEE RANGED
TOTAL *6* = *5* + *0* + *1* + [] + []
TOTAL *9* = *5* + *3* + *1* + *1* + []

WEAPON
Dagger
TOTAL ATTACK BONUS DAMAGE CRITICAL
1d4

WEAPON
Eldritch Blast
TOTAL ATTACK BONUS DAMAGE CRITICAL
9 *4d6*

WEAPON
TOTAL ATTACK BONUS DAMAGE CRITICAL

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

SHIELD/PROTECTIVE ITEM
ARMOR BONUS WEIGHT CHECK PENALTY SPELL FAILURE
SPECIAL PROPERTIES

AMMUNITION

SKILLS MAY RANKS *9/14*

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> ALCHEMY	INT				
<input type="checkbox"/> ANIMAL EMPATHY	CHA				
<input type="checkbox"/> APPRAISE	INT				
<input type="checkbox"/> BALANCE	DEX*				
<input checked="" type="checkbox"/> BLUFF	CHA				
<input type="checkbox"/> CLIMB	STR*				
<input checked="" type="checkbox"/> CONCENTRATION	CON				
<input checked="" type="checkbox"/> CRAFT ()	INT				
<input type="checkbox"/> DECIPHER SCRIPT	INT				
<input type="checkbox"/> DIPLOMACY	CHA				
<input type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" 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 type="checkbox"/> HIDE	DEX*				
<input type="checkbox"/> INNUENDO	WIS				
<input checked="" type="checkbox"/> INTIMIDATE	CHA				
<input type="checkbox"/> INTUIT DIRECTION	WIS				
<input checked="" type="checkbox"/> JUMP	STR*				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT				
<input type="checkbox"/> KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/> KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/> KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/> LISTEN	WIS				
<input type="checkbox"/> MOVE SILENTLY	DEX*				
<input type="checkbox"/> OPEN LOCK	DEX				
<input type="checkbox"/> PERFORM ()					
<input type="checkbox"/> PICK POCKET	DEX*				
<input checked="" type="checkbox"/> PROFESSION ()	WIS				
<input type="checkbox"/> READ LIPS	INT				
<input type="checkbox"/> RIDE ()	DEX				
<input type="checkbox"/> SCRY	INT				
<input type="checkbox"/> SEARCH	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS				
<input checked="" type="checkbox"/> SPELLCRAFT	INT				
<input type="checkbox"/> SPOT	WIS				
<input type="checkbox"/> SWIM	STR*				
<input type="checkbox"/> TUMBLE	DEX*				
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA				
<input type="checkbox"/> USE ROPE	DEX				
<input type="checkbox"/> WILDERNESS LORE	WIS				

[illegible]

pp —

Darkvision 30 ft
Druid's Magic
Deceive Item
Point Blank Shot +1 mag/dmg
Precise Shot 30' iter
Dmg reduction 2

0: Eldritch Blast
Eldritch Spear
Agony and Anathema
Baleful Vengeance

1ST: _____

2ND: _____

3RD: Brimstone Blast
Fell Flight

4TH: _____

5TH: _____







6TH: _____

7TH: _____

8TH: _____

9TH: _____

DC MOD

		
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
		
LIFT OVER HEAD EQUALS MAX. LOAD	LIFT OFF GROUND 2 × MAX LOAD	PUSH OR DRAG 5 × MAX LOAD

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

Common
Goblin

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
14	0		0
15	1ST		
16	2ND		
17	3RD		
18	4TH		
19	5TH		
20	6TH		
	7TH		
	8TH		
	9TH		

NUMBER OF SPELLS KNOWN

0 _____ 1ST _____ 2ND _____
3RD _____ 4TH _____ 5TH _____
6TH _____ 7TH _____ 8TH _____
9TH _____