



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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE	MODIFIER
TOTAL = <input type="text"/>	Dex <input type="text"/> + Misc <input type="text"/>

SPEED
<input type="text"/>

ATTACK BONUSES						
BASE <input type="text"/>						
<i>Total = Base + Str + Size + Misc + Temp</i>						
Melee <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Ranged <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HIT POINTS		
TOTAL <input type="text"/>	CURRENT HP <input type="text"/>	SUBDUAL DAMAGE <input type="text"/>

ARMOR CLASS						
TOTAL = 10 + <i>Armor</i> + <i>Shield</i> + <i>Dex</i> + <i>Size</i> + <i>Misc</i>						
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON	Type
_____	_____
Total Attack Bonus <input type="text"/>	
Damage <input type="text"/>	Critical <input type="text"/>
Range _____	Size _____
Special Properties _____	

WEAPON	Type
_____	_____
Total Attack Bonus <input type="text"/>	
Damage <input type="text"/>	Critical <input type="text"/>
Range _____	Size _____
Special Properties _____	

EXPERIENCE POINTS
<input type="text"/>

SKILLS	Ability	TOTAL	Mod	Ranks	Misc Mod
Appraise	int	=		+	
Balance	dex	=		+	
Bluff	cha	=		+	
Climb	str	=		+	
Concentration	con	=		+	
Craft-_____	int	=		+	
Craft-_____	int	=		+	
Decipher Script	int	=		+	
Diplomacy	cha	=		+	
Disable Device	int	=		+	
Disguise	cha	=		+	
Drive	dex	=		+	
Escape Artist	dex	=		+	
Forgery	int	=		+	
Gather Information	cha	=		+	
Handle Animal	cha	=		+	
Heal	wis	=		+	
Hide	dex	=		+	
Intimidate	cha	=		+	
Jump	str	=		+	
Knowledge-arcana	int	=		+	
Knowledge-astronomy	int	=		+	
Knowledge-nobility,royalty	int	=		+	
Knowledge-the planes	int	=		+	
Knowledge-religion	int	=		+	
Knowledge-Xcrawl	int	=		+	
Knowledge-_____	int	=		+	
Knowledge-_____	int	=		+	
Knowledge-_____	int	=		+	
Listen	wis	=		+	
Move Silently	dex	=		+	
Open Lock	dex	=		+	
Perform- Grandstanding	cha	=		+	
Perform- Mugging	cha	=		+	
Perform-_____	cha	=		+	
Profession-_____	wis	=		+	
Profession-_____	wis	=		+	
Ride-_____	dex	=		+	
Search	int	=		+	
Sense Motive	wis	=		+	
Sleight of Hand	dex	=		+	
Spellcraft	int	=		+	
Spot	wis	=		+	
Survival	wis	=		+	
Swim	str	=		+	
Tumble	dex	=		+	
Use Magic Device	cha	=		+	
Use Rope	dex	=		+	
_____	_____	=		+	
_____	_____	=		+	
_____	_____	=		+	
_____	_____	=		+	

FAME RATING	TURN
<input type="text"/>	_____

SAVING THROWS						
Total = <i>Base Save</i> + <i>Ability</i> + <i>Magic</i> + <i>Misc</i> + <i>Temp</i>						
Fortitude <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Reflex <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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

Table with columns: Spell Save DC, Level, DC Modifier, Spells Per Day, Bonus Spells. Includes input boxes for each cell.

SPELL SAVE

[]

NUMBER OF SPELLS KNOWN

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

NOTES



Team Record Sheet

Team Name _____

Hometown _____

Wins _____

Losses _____

Division _____

Team Captain _____

Years As A Team _____

Campaign _____

ROSTER

	AC	HP	Primary Weapon	(To Hit Bonus)	Damage
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SUBSTITUTE

	AC	HP	Primary Weapon	(To Hit Bonus)	Damage
_____	_____	_____	_____	_____	_____

PERSONNEL

Agent: _____
 Coach: _____
 Sponsor: _____

 Other: _____

CAREER HIGHLIGHTS

TEAM PRIZES

THEME SONG

MOJO POOL

NOTES

LOGO
