D&D 3rd Ed

Random Megacore V1.0

Character _____
Class _____
Race _____
Patron Deity _____
Nationality _____
Origin _____
Residence _____

Player _____
Level _____
Alignment _____

Languages _____

Ability Scores

	Score	Mod.	Score	Mod.
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				
PERCEPTION				
LUCK				

Hit Points

3/4		No mod.
1/2		-1 to actions
1/4		-2 to actions
		-4 to actions

Damage taken

A.C.

Armor	Shield	Dex	Ring	Size	Nat.	Misc.

Armor Worn

AC. When flat footed		Arcane spell failure	
AC. Vs. touch attacks		Spell Resistances	
Dexterity bonus		Mental AC	
AC. Skill penalty		Wrestling AC	

Saving Throws

Saving throw	Total	Base	Ability	Magic	Misc.	temp
Fortitude (con)						
Reflex (dex)						
Will (wis)						

Combat Bonuses

	Total	Base	abil	size	misc	tmp
Initiative (dex)						
Combat (dex)						
Psionic (int)						

Movement

Walk (base)	
Hustle	
Run (x2)	
Run (x3)	
Hour walk	
Hour hustle	
Day walk	
Special	

Feats

Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							
Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							
Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							
Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							
Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							
Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							
Weapon	Att Bonus	Dam s/m	Dam L	Crit	Range	Type	Size
Notes:							

Class & Racial Abilities

Exps:

Skill

Skill	cc	key ab	total	ability	ranks	misc.
Alchemy		Int				
Animal Empathy		Cha				
Appraise *		Int				
Balance *		Dex				
Bluff *		Cha				
Climb *		Str				
Concentration *		Con				
Craft * (_____)		Int				
Craft * (_____)		Int				
Craft * (_____)		Int				
Decipher Script		Int				
Diplomacy *		Cha				
Disable Device		Int				
Disguise *		Cha				
Escape Artist *		Dex				
Forgery *		Int				
Gather Information *		Cha				
Handle Animal		Cha				
Heal *		Wis				
Hide *		Dex				
Innuendo		Wis				
Intimidate *		Cha				
Intuit Direction		Wis				
Jump *		Str				
Knowledge (_____)		Int				
Knowledge (_____)		Int				
Knowledge (_____)		Int				
Knowledge (_____)		Int				
Listen *		Per				
Move Silently *		Dex				
Open Lock		Dex				
Perform * (_____)		Cha				
Perform * (_____)		Cha				
Perform * (_____)		Cha				
Pick Pocket		Dex				
Profession (_____)		Wis				
Profession (_____)		Wis				
Profession (_____)		Wis				
Read Lips		Int				
Ride *		Dex				
Scry *		Per				
Search *		Int				
Sense Motive *		Wis				
Spell craft		Int				
Spot *		Per				
Swim *		Str				
Tumble		Dex				
Use Magic Device		Cha				
Use Rope *		Dex				
Wilderness Lore *		Wis				
_____		____				
_____		____				
_____		____				
_____		____				
_____		____				
_____		____				
_____		____				
_____		____				
_____		____				
_____		____				

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
Current Load						Total weight Carried		

Load	Weight	Max Dex	Chk penal.	Run
Light		normal	normal	normal
Medium		+3	-3	x4
heavy		+1	-6	x3

Lift over head	
Lift of ground	
Push or drag	

cps	
sps	
gps	
pps	
gems	

Magical Items	Code

Save DC		spells p. day	Bonus spells	spells known
	0			
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

SPELL LIST

Spell name	Memorised	Spell name	Memorised