



**DUNGEONS  
& DRAGONS®**

**SSA-X2 CHARACTER SHEET**

| WEAPONS & AMMUNITION     |                          |                     |     |     |     |                          |         |        |          |                       |                          |        | PBH<br>112-122, 160      |        |               |                                              |
|--------------------------|--------------------------|---------------------|-----|-----|-----|--------------------------|---------|--------|----------|-----------------------|--------------------------|--------|--------------------------|--------|---------------|----------------------------------------------|
| EQUIPPED<br>OFF HAND     | WEAPON                   | MODIFIED<br>ATTACKS |     |     |     | ATTACK<br>BONUS          | FINESSE | DAMAGE | CRITICAL | RANGE/<br>REACH (FT.) | RANGED                   | TYPE * | ENCUMB.<br>CATEGORY      | 2-HAND | SIZE CATEGORY | WEIGHT<br>(LBS.)                             |
|                          |                          | 1ST                 | 2ND | 3RD | 4TH |                          |         |        |          |                       |                          |        |                          |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
| <input type="checkbox"/> | <input type="checkbox"/> |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       | <input type="checkbox"/> |        | <input type="checkbox"/> |        |               |                                              |
|                          | UNARMED STRIKE           |                     | /   | /   | /   | <input type="checkbox"/> |         |        |          |                       |                          |        |                          |        |               | DEALS LETHAL DAMAGE <input type="checkbox"/> |

| EQUIPPED                 | AMMUNITION | ATTACK<br>BONUS | DAMAGE | TOTAL<br>QUANTITY | QUANTITY<br>USED | WEIGHT<br>EACH<br>(LBS.) | NOTES |
|--------------------------|------------|-----------------|--------|-------------------|------------------|--------------------------|-------|
| <input type="checkbox"/> |            |                 |        |                   |                  |                          |       |
| <input type="checkbox"/> |            |                 |        |                   |                  |                          |       |
| <input type="checkbox"/> |            |                 |        |                   |                  |                          |       |
| <input type="checkbox"/> |            |                 |        |                   |                  |                          |       |
| <input type="checkbox"/> |            |                 |        |                   |                  |                          |       |


\* IF A WEAPON IS OF TWO TYPES; ALL DAMAGE IT DEALS IS OF BOTH TYPES.

PHB  
162-164

| MODIFIED SPEED                            | TOTAL SPEED | BASE SPEED                       | CLASS MOD.                        | MAGIC                             | MISC.                            | TEMP. |
|-------------------------------------------|-------------|----------------------------------|-----------------------------------|-----------------------------------|----------------------------------|-------|
|                                           |             |                                  |                                   |                                   |                                  |       |
| DWARVEN MOVEMENT <input type="checkbox"/> |             |                                  |                                   |                                   |                                  |       |
| MODE                                      | MULTIPLIER  | ONE ROUND<br>- TACTICAL<br>(FT.) | ONE MINUTE<br>- TACTICAL<br>(FT.) | ONE HOUR<br>- OVERLAND<br>(MILES) | ONE DAY<br>- OVERLAND<br>(MILES) |       |
| WALK (NORMAL)                             | x 1         |                                  |                                   |                                   |                                  |       |
| HUSTLE *                                  | x 2         |                                  |                                   |                                   |                                  |       |
| RUN *                                     | x 3         |                                  |                                   |                                   |                                  |       |
| RUN *                                     |             |                                  |                                   |                                   |                                  |       |

**ALL SPEEDS ARE IN FEET PER ROUND UNLESS OTHERWISE NOTED.**  
**\* REQUIRES A FULL-ROUND ACTION.**

PHB  
161-162

| QUADRUPED  |                             |               |           |                 |          |
|---------------------------------------------------------------------------------------------|-----------------------------|---------------|-----------|-----------------|----------|
| LOAD                                                                                        | CARRIED WEIGHT RANGE (LBS.) | CHECK PENALTY | MAX. DEX. | SPEED (FT./RD.) | MAX. RUN |
| LIGHT                                                                                       | 0 -                         | NORMAL        |           |                 |          |
| MEDIUM                                                                                      | -                           | -3            | +3        |                 |          |
| HEAVY                                                                                       | -                           | -6            | +1        |                 |          |

| ACTION          | CAPACITY | WEIGHT (LBS.) | SPEED (FT./RD.) | MAX. RUN |
|-----------------|----------|---------------|-----------------|----------|
| LIFT OFF GROUND | 2× MAX.  |               | 5 *             | 5 *      |
| PUSH OR DRAG    | 5× MAX.  |               | 5 *             | 5 *      |

\* MOVEMENT REQUIRES A FULL-ROUND ACTION.

PHB  
82[illegible]PHB  
CH. 2, 3 & 5

PROFICIENCIES

PHB  
Ch. 5

|                 |                          |  |                          |
|-----------------|--------------------------|--|--------------------------|
| ARMOR (LIGHT)   | <input type="checkbox"/> |  | <input type="checkbox"/> |
| ARMOR (MEDIUM)  | <input type="checkbox"/> |  | <input type="checkbox"/> |
| ARMOR (HEAVY)   | <input type="checkbox"/> |  | <input type="checkbox"/> |
| SHIELD          | <input type="checkbox"/> |  | <input type="checkbox"/> |
| TOWER SHIELD    | <input type="checkbox"/> |  | <input type="checkbox"/> |
| SIMPLE WEAPONS  | <input type="checkbox"/> |  | <input type="checkbox"/> |
| MARTIAL WEAPONS | <input type="checkbox"/> |  | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |  | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |  | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |  | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |  | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |  | <input type="checkbox"/> |
|                 | <input type="checkbox"/> |  | <input type="checkbox"/> |

TURN UNDEAD

PHB  
159-160

TIMES PER DAY

3+

CHA.  
MOD.

MISC.

TEMP.

TURN CHECK MODIFIER

CHA.  
MOD.

MISC.

TEMP.

| TURNING CHECK<br>RESULT | MOST POWERFUL UNDEAD AFFECTED<br>(MAXIMUM HIT DICE) |
|-------------------------|-----------------------------------------------------|
| 0 OR LOWER              | CLERIC LEVEL - 4                                    |
| 1 - 3                   | CLERIC LEVEL - 3                                    |
| 4 - 6                   | CLERIC LEVEL - 2                                    |
| 7 - 9                   | CLERIC LEVEL - 1                                    |
| 10 - 12                 | CLERIC LEVEL                                        |
| 13 - 15                 | CLERIC LEVEL + 1                                    |
| 16 - 18                 | CLERIC LEVEL + 2                                    |
| 19 - 21                 | CLERIC LEVEL + 3                                    |
| 22 OR HIGHER            | CLERIC LEVEL + 4                                    |

TOTAL HIT DICE OF UNDEAD AFFECTED

+

CLERIC  
LEVEL

+

CHA.  
MOD.

MISC.

TEMP.

RECORD THE SOURCE BOOK AND PAGE FOR EASY REFERENCE.

**A PALADIN'S EFFECTIVE CLERIC LEVEL IS EQUAL TO HIS PALADIN LEVEL - 3.**

PHB  
CH. 7

ALL WEIGHTS ARE IN POUNDS UNLESS OTHERWISE NOTED. \* ARMOR, WEAPONS AND AMMUNITION ARE LISTED ON PAGE 1 IN THEIR RESPECTIVE SECTIONS.

PHB  
112

## CARRIED LOAD

## STORED EQUIPMENT

[illegible]

PHB  
Ch. 10

The image shows a vertical rectangular page designed as a notebook or journal. At the very top, there is a solid dark red horizontal band. Centered within this band is the text "MAGIC NOTES" in a white, bold, sans-serif font. Below this header, the rest of the page is white and contains faint, evenly spaced horizontal lines, typical of a ruled notebook. The left edge of the page has a thin black border.

\* ONLY APPLIES TO CLASSES WHICH DON'T HAVE TO PREPARE SPELLS AHEAD OF TIME.

PHB  
Ch. 10 & 11

<sup>1</sup> CLOSE = 25 FT. + 5 FT./2 CASTER LEVELS      MEDIUM = 100 FT. + 10 FT./CASTER LEVEL      LONG = 400 FT. + 40 FT./CASTER LEVEL  
\* EFFECT IS CENTERED ON YOU. – FOUND IN 'AIM'      † TIME LIMITED. – FOUND IN 'DURATION'      ~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED. – FOUND IN 'DURATION'

XPH  
CH. 4

## PSIONICS NOTES

| Patient Information   |  |
|-----------------------|--|
| First Name            |  |
| Last Name             |  |
| Address               |  |
| City                  |  |
| State                 |  |
| Zip                   |  |
| Phone                 |  |
| Insurance             |  |
| Physician Information |  |
| Physician Name        |  |
| Physician Address     |  |
| Physician City        |  |
| Physician State       |  |
| Physician Zip         |  |
| Physician Phone       |  |
| Physician Insurance   |  |
| Referral Information  |  |
| Referral Number       |  |
| Referral Date         |  |
| Referral Type         |  |
| Referral Source       |  |
| Referral Reason       |  |
| Referral Status       |  |
| Referral Notes        |  |
| Referral History      |  |
| Referral Date         |  |
| Referral Type         |  |
| Referral Source       |  |
| Referral Reason       |  |
| Referral Status       |  |
| Referral Notes        |  |
| Referral Summary      |  |
| Referral Date         |  |
| Referral Type         |  |
| Referral Source       |  |
| Referral Reason       |  |
| Referral Status       |  |
| Referral Notes        |  |

XPH  
Ch. 4 & 5

<sup>1</sup> CLOSE = 25 FT. + 5 FT./2 CASTER LEVELS      MEDIUM = 100 FT. + 10 FT./CASTER LEVEL      LONG = 400 FT. + 40 FT./CASTER LEVEL  
<sup>2</sup> EFFECT IS CENTERED ON YOU. — FOUND IN 'AIM'      † TIME LIMITED. — FOUND IN 'DURATION'      ~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED. — FOUND IN 'DURATION'

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## PHYSICAL DESCRIPTION & PERSONALITY

PHB  
110

## CHARACTER PORTRAIT

## BACKGROUND

PHB  
110

## NOTES

## EXPERIENCE

PHB  
22, 58-60

TOTAL EXPERIENCE

MULTICLASS PENALTY

 %

REQUIRED FOR NEXT LEVEL

YOU CANNOT SPEND SO MUCH EXPERIENCE ON A SPELL OR POWER THAT YOU LOSE A LEVEL.

CAMPAIGN

DATE CHARACTER CREATED

DATE LAST UPDATED