

Open Dungeons RPG™ Character Sheet

Name _____ Race _____ Class _____

Level _____ XP _____ / _____

DR

Armor Type

HP

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Armor Class is
Base 10 +
Dex Bonus +
Shield

Shield

AC

DR (Damage Reduction) is based on character Armor DR value.
DR reduces all damage except poison, disease, suffocation, or mind.

STR

<input type="text"/>	Bonus
<input type="text"/>	<input type="text"/>

Strength

DEX

<input type="text"/>	Bonus
<input type="text"/>	<input type="text"/>

Dexterity

CON

<input type="text"/>	Bonus
<input type="text"/>	<input type="text"/>

Constitution

INT

<input type="text"/>	Bonus
<input type="text"/>	<input type="text"/>

Intelligence

WIS

<input type="text"/>	Bonus
<input type="text"/>	<input type="text"/>

Wisdom

CHA

<input type="text"/>	Bonus
<input type="text"/>	<input type="text"/>

Charisma

Weapons / Equipment / Notes

		Default Class Abilities
		Level-Up Bonuses
		Race Ability
		Background
		Appearance

Save Rolls

DEX Quick

Current / DEX Bonus

/	<input type="text"/>
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CON Tough

Current / CON Bonus

/	<input type="text"/>
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WIS Mind

Current / WIS Bonus

/	<input type="text"/>
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Current value for level 1 is 15
-1 per level i.e. 5th level is 11

Ability + bonus for CON, DEX, and WIS subtracts from Current

Money

PP: _____

GP: _____

SP: _____

CP: _____

No more than 2 magical effects (spells or items) apply to the same destination. A destination is a stat, ability, skill, actions, resources, equipment, etc. If any single modifier is +3 or greater, then only that greatest magic/spell modifier applies. No additional stacking occurs for that destination stat. Stacking does not exist for any magic/spell that is +3 or greater.

OD Character Sheet

Spells