

Open Dungeons RPG™ Character Sheet

Name _____ **Race** _____ **Class** _____

Level **XP** /

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Armor Type

Shield

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Armor Class is
Base 10 +
Dex Bonus +
Shield

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

11

Bonus

Strength

Bonus

Dexterity

Constitution

7

Bonus

Intelligence

Bonus

Wisdom

Charisma

Weapons / Equipment / Notes

		Default Class Abilities
		Level-Up Bonuses
Race Ability	Background	Appearance

Save Rolls

DEX Quick

Current / DEX Bonus

CON Tough

Current / CON Bonus

1

WIS Mind

Current / WIS Bonus

/

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:

