



## **B4 Dungeons and Dragons Social Skills Group, Part 1**

Wednesday, June 15, 2016, 1:30-3:00 p.m.

## **C4 Dungeons and Dragons Social Skills Group, Part 2**

Wednesday, June 15, 2016, 3:30-5:00 p.m.

*Walanda Johnson, Laarni Sandle, Miguel Angel Duarte*

**Granada**

# Dungeons and Dragons Social Skills Group

Walanda Johnson MFT, Ian Russell,  
Laarni Sandle, Miguel Duarte

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## Learning Objectives

Basic Dungeons and Dragons (DND) skills

Strategies in adapting gaming to build social skills

Learn how to play DND!!

DND and building informal supports



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## Youth Interest

Similarities to Video Games

Social Game

Roleplaying



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## Traditional Gameplay Issues

Can Encourage:

1. Violence
2. Impulsivity
3. Reckless Behavior
4. Demonic Worship



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## DND Breakdown

Survey of Knowledge

Table-Top Roleplaying Game

Dungeon Master

Mythical, Magical World

Dice Use

Example of Roleplay (video)



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## Characters - Race



Dwarf Halfling Elf Human Gnome Half-Orc Half-Elf

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Characters - Class

Barbarian  
Bard  
Cleric  
Druid  
Fighter  
Monk  
Paladin  
Ranger  
Rogue  
Sorcerer  
Wizard



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Group Structure

Meet once a week for 5 Weeks

Two Staff Facilitators

Three to Five client players

Meet in a Our Office Neutral Location



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Adaptations of Play



Communication  
Impulse Control  
Interdependence  
Frustration Management  
Decision Making  
Non-violent Resolutions to Challenges

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## Basic Group Stages

- Orientation
- Storming/Transition
- Cohesiveness
- Working and achieving goals
- Disengagement



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## Post Session Debrief

Post Group Conversation:

- 1) Review Positives
- 2) Identify Challenges
- 3) Create Strategies to Address Challenge
- 4) Review Solutions in the Next Session
- 5) Review Skills Used (How can you use that skill in the real world?)

Some Benefits:

- 1) Conflict Resolution Skills
- 2) Using "I" Statements

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## Community Collaboration

- Comic Book Stores
- Begin a Group at a Comic Book Store
- Brief Concerns

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Break!




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Break into groups of 3-6

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## Here Are the Basics

- 1) You can do anything you want (just consider the consequences of every action)
- 2) You are acting as a character, NOT YOURSELF
- 3) Work together with your teammates to complete tasks
- 4) If you say it, IT HAPPENS!!!!
- 5) Try to complete the quest with your teammates
- 6) There is a learning curve. Don't worry if it's "awkward" at the beginning

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## Questions?

Contact Information:  
Walanda Johnson: [wjohnson@mhsinc.org](mailto:wjohnson@mhsinc.org)  
Ian Russell: [ianj russell6@gmail.com](mailto:ianj russell6@gmail.com)

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# RACES

DWARF

HALFLING

ELF

HUMAN

GNOME

HALF-ORC

HALF-ELF

# CLASSES

Barbarian – Excel in combat.

Skills include: Acrobatics, Climb, Craft, Handle Animal, Intimidate, Knowledge (nature), Perception, Ride, Survival, and Swim

Bard – Confuse and confound enemies.

Skills include: Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (all), Linguistics, Perception, Perform, profession, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Use Magic Device

Cleric – Draw upon the powers of their diety(ies)

Skills include: Appraise, Craft, Diplomacy, heal, Knowledge (arcana, history, planes, nobility, religion), Linguistics, Profession, Sense Motive, Spellcraft

Druid – Confound foes with the powers of nature; transform into beasts

Skills include: Climb, Craft, Fly, Handle Animal, heal, Knowledge (geography, nature), Perception, Profession, Ride, Spellcraft, Survival, Swim

Fighter – Excels at combat

Skills include: Climb, Craft, handle Animal, Intimidate, Knowledge (dungeoneering and engineering), Profession, Ride, Survival, Swim



Monk – Search out methods of battle beyond swords

Skills include: Acrobatics, Climb, Craft, Escape Artist, Intimidate, Knowledge (history and religion), Perception, Perform, Profession, Ride, Sense Motive, Stealth, Swim

Paladin – Seek to spread divine justice through the power of the divine (against evil)

Skills include: Craft, diplomacy, handle Animal, Heal, Knowledge (nobility and religion), Profession, Ride, Sense motive, Spellcraft

Ranger – Relish the thrill of the hunt; have unique mastery of specialized weapons

Skills include: Climb, Craft, Handle Animal, Heal, Intimidate, Knowledge (dungeoneering, engineering, and nature), perception, Profession, Ride, Spellcraft, Stealth, Survival, Swim

Rogue – Cunning charmers; move about unseen

Skills include: Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Intimidate, Knowledge (dungeoneering and local), Linguistics, Perception, Perform, Profession, Sense motive, Sleight of Hand, Stealth, Swim, Use Magic Device

Sorcerer – Excel at casting a selection of favored spells

Skills include: Appraise, Bluff, Craft, Fly, Intimidate, Knowledge (arcana), Profession, Spellcraft, Use Magic Device

Wizard – Masters of the impossible; can aid in overcoming any danger

Skills include: Appraise, Craft, Fly, Knowledge (all), Linguistics, Profession, Spellcraft



## CHARACTER SHEET

CHARACTER NAME Druid - 1 ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_  
CHARACTER LEVEL \_\_\_\_\_ DEITY \_\_\_\_\_ HOMELAND \_\_\_\_\_  
Dwarf S 36" 120  
RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH	13	1		
<b>DEX</b> DEXTERITY	15	2		
<b>CON</b> CONSTITUTION	14	2		
<b>INT</b> INTELLIGENCE	16	3		
<b>WIS</b> WISDOM	19	4		
<b>CHA</b> CHARISMA	17	3		

**HP** HIT POINTS 12 **DR** \_\_\_\_\_  
WOUNDS/CURRENT HP \_\_\_\_\_  
NONLETHAL DAMAGE \_\_\_\_\_

**INITIATIVE** MODIFIER 2 = 2 + \_\_\_\_\_  
TOTAL DEX MODIFIER MISC MODIFIER

**AC** ARMOR CLASS 12 = 10 + \_\_\_\_\_ + \_\_\_\_\_ + 2 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH** ARMOR CLASS \_\_\_\_\_ **FLAT-FOOTED** ARMOR CLASS \_\_\_\_\_ MODIFIERS \_\_\_\_\_

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<u>4</u>	= <u>2</u>	+ <u>2</u>	+ _____	+ _____	+ _____	
<b>REFLEX</b> (DEXTERITY)	<u>2</u>	= <u>0</u>	+ <u>2</u>	+ _____	+ _____	+ _____	
<b>WILL</b> (WISDOM)	<u>6</u>	= <u>2</u>	+ <u>4</u>	+ _____	+ _____	+ _____	

**BASE ATTACK BONUS** 0 **SPELL RESISTANCE** \_\_\_\_\_

**CMB** 1 = 0 + 1 + \_\_\_\_\_ + \_\_\_\_\_ MODIFIERS \_\_\_\_\_  
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

**CMD** 13 = 0 + 1 + 2 + \_\_\_\_\_ + 10  
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

**SPEED** 30 FT. SQ. \_\_\_\_\_ FT. SQ. \_\_\_\_\_  
BASE SPEED WITH ARMOR  
FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	+	+
<input type="checkbox"/> APPRAISE	_____	=INT	+	+
<input type="checkbox"/> BLUFF	_____	=CHA	+	+
<input checked="" type="checkbox"/> CLIMB	<u>2</u>	=STR	+	+
<input checked="" type="checkbox"/> CRAFT	<u>3</u>	=INT	+	+
<input type="checkbox"/> CRAFT	<u>3</u>	=INT	+	+
<input type="checkbox"/> CRAFT	_____	=INT	+	+
<input type="checkbox"/> DIPLOMACY	_____	=CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*	_____	=DEX	+	+
<input type="checkbox"/> DISGUISE	_____	=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	+	+
<input checked="" type="checkbox"/> FLY	<u>3</u>	=DEX	+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL*	<u>4</u>	=CHA	+	+
<input checked="" type="checkbox"/> HEAL	<u>5</u>	=WIS	+	+
<input type="checkbox"/> INTIMIDATE	_____	=CHA	+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<u>3</u>	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	_____	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	<u>4</u>	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	+	+
<input type="checkbox"/> LINGUISTICS*	_____	=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION	<u>7</u>	=WIS	+	+
<input type="checkbox"/> PERFORM	_____	=CHA	+	+
<input type="checkbox"/> PERFORM	_____	=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*	<u>4</u>	=WIS	+	+
<input type="checkbox"/> PROFESSION*	_____	=WIS	+	+
<input checked="" type="checkbox"/> RIDE	<u>2</u>	=DEX	+	+
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	+	+
<input type="checkbox"/> SLEIGHT OF HAND*	_____	=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT*	<u>3</u>	=INT	+	+
<input type="checkbox"/> STEALTH	_____	=DEX	+	+
<input checked="" type="checkbox"/> SURVIVAL	<u>5</u>	=WIS	+	+
<input checked="" type="checkbox"/> SWIM	<u>1</u>	=STR	+	+
<input type="checkbox"/> USE MAGIC DEVICE*	_____	=CHA	+	+

☒ CLASS SKILL \* TRAINED ONLY  
CONDITIONAL MODIFIERS:

LANGUAGES:  
Common, Dwarven, Orc

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

## MONEY

CP  
SP  
GP  
PP

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	<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"/>
1ST	<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"/>
2ND	<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"/>
3RD	<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"/>
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"/>
5TH	<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"/>
6TH	<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"/>
7TH	<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"/>
8TH	<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"/>
9TH	<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"/>



## CHARACTER SHEET

CHARACTER NAME Ranger - 1 ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_  
CHARACTER LEVEL \_\_\_\_\_ DEITY \_\_\_\_\_ HOMELAND \_\_\_\_\_  
Elf \_\_\_\_\_ M \_\_\_\_\_ 5'10" 100  
RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH	15	2		
<b>DEX</b> DEXTERITY	17	3		
<b>CON</b> CONSTITUTION	15	2		
<b>INT</b> INTELLIGENCE	17	3		
<b>WIS</b> WISDOM	15	2		
<b>CHA</b> CHARISMA	15	2		

**HP** HIT POINTS 14 **DR** \_\_\_\_\_  
WOUNDS/CURRENT HP \_\_\_\_\_  
NONLETHAL DAMAGE \_\_\_\_\_  
**INITIATIVE** MODIFIER 3 = 3 + \_\_\_\_\_  
TOTAL DEX MODIFIER MISC MODIFIER

**AC** ARMOR CLASS 13 = 10 + \_\_\_\_\_ + \_\_\_\_\_ + 3 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH** ARMOR CLASS \_\_\_\_\_ **FLAT-FOOTED** ARMOR CLASS \_\_\_\_\_ MODIFIERS \_\_\_\_\_

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER MODIFIERS

**FORTITUDE** (CONSTITUTION) 4 = 2 + 2 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
**REFLEX** (DEXTERITY) 5 = 2 + 3 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
**WILL** (WISDOM) 2 = 0 + 2 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**BASE ATTACK BONUS** 1 **SPELL RESISTANCE** \_\_\_\_\_

**CMB** 3 = 1 + 2 + \_\_\_\_\_ + \_\_\_\_\_ MODIFIERS \_\_\_\_\_  
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

**CMD** 16 = 1 + 2 + 3 + \_\_\_\_\_ + 10  
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

**SPEED** LAND \_\_\_\_\_ FT. \_\_\_\_\_ SQ. \_\_\_\_\_ FT. \_\_\_\_\_ SQ. \_\_\_\_\_  
BASE SPEED WITH ARMOR  
FLY \_\_\_\_\_ FT. \_\_\_\_\_ SWIM \_\_\_\_\_ FT. \_\_\_\_\_ CLIMB \_\_\_\_\_ FT. \_\_\_\_\_ BURROW \_\_\_\_\_ FT. \_\_\_\_\_

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	4	=DEX	+	+
<input type="checkbox"/> APPRAISE		=INT	+	+
<input checked="" type="checkbox"/> BLUFF	3	=CHA	+	+
<input checked="" type="checkbox"/> CLIMB	2	=STR	+	+
<input checked="" type="checkbox"/> CRAFT	3	=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> DIPLOMACY		=CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input type="checkbox"/> DISGUISE		=CHA	+	+
<input checked="" type="checkbox"/> ESCAPE ARTIST	4	=DEX	+	+
<input type="checkbox"/> FLY		=DEX	+	+
<input checked="" type="checkbox"/> HANDLE ANIMAL*	3	=CHA	+	+
<input checked="" type="checkbox"/> HEAL	2	=WIS	+	+
<input checked="" type="checkbox"/> INTIMIDATE	2	=CHA	+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	3	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	3	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	3	=INT	+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT	+	+
<input type="checkbox"/> LINGUISTICS*		=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION	5	=WIS	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*	2	=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input checked="" type="checkbox"/> RIDE	3	=DEX	+	+
<input checked="" type="checkbox"/> SENSE MOTIVE	3	=WIS	+	+
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT*	3	=INT	+	+
<input checked="" type="checkbox"/> STEALTH	4	=DEX	+	+
<input checked="" type="checkbox"/> SURVIVAL	3	=WIS	+	+
<input checked="" type="checkbox"/> SWIM	2	=STR	+	+
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA	+	+

☒ CLASS SKILL \* TRAINED ONLY  
CONDITIONAL MODIFIERS: \_\_\_\_\_

LANGUAGES: \_\_\_\_\_  
Common, Elvin, Orc

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

## MONEY

CP  
SP  
GP  
PP

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

#### CONDITIONAL MODIFIERS

[illegible]



## CHARACTER SHEET

CHARACTER NAME Wizard - 1 ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_  
CHARACTER LEVEL \_\_\_\_\_ DEITY \_\_\_\_\_ HOMELAND \_\_\_\_\_  
Halfing \_\_\_\_\_ S \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT 20" WEIGHT 46 HAIR \_\_\_\_\_ EYES \_\_\_\_\_  
RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	DR
STR STRENGTH	12	1			10	
DEX DEXTERITY	16	3				
CON CONSTITUTION	14	2				
INT INTELLIGENCE	16	3				
WIS WISDOM	16	3				
CHA CHARISMA	18	4				

WOUNDS/CURRENT HP \_\_\_\_\_

NONLETHAL DAMAGE \_\_\_\_\_

AC ARMOR CLASS 15 = 10 + \_\_\_\_\_ + \_\_\_\_\_ + 3 + 2 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOUCH ARMOR CLASS \_\_\_\_\_ FLAT-FOOTED ARMOR CLASS \_\_\_\_\_

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	2	0	2				
REFLEX (DEXTERITY)	3	0	3				
WILL (WISDOM)	5	2	3				

BASE ATTACK BONUS 0

CMB \_\_\_\_\_ = 0 + 1 + 2

CMD 16 = 0 + 1 + 3 + 2 + 10

SPELL RESISTANCE \_\_\_\_\_

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED 20

FLY \_\_\_\_\_ MANEUVERABILITY \_\_\_\_\_ SWIM \_\_\_\_\_ CLIMB \_\_\_\_\_ BURROW \_\_\_\_\_

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX	+	+
<input checked="" type="checkbox"/> APPRAISE	4	=INT	+	+
<input type="checkbox"/> BLUFF		=CHA	+	+
<input type="checkbox"/> CLIMB		=STR	+	+
<input checked="" type="checkbox"/> CRAFT	4	=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> DIPLOMACY		=CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input type="checkbox"/> DISGUISE		=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+	+
<input checked="" type="checkbox"/> FLY	4	=DEX	+	+
<input type="checkbox"/> HANDLE ANIMAL*		=CHA	+	+
<input type="checkbox"/> HEAL		=WIS	+	+
<input type="checkbox"/> INTIMIDATE		=CHA	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	4	=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	4	=INT	+	+
<input checked="" type="checkbox"/> LINGUISTICS*	6	=INT	+	+
<input type="checkbox"/> PERCEPTION		=WIS	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*	4	=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> RIDE		=DEX	+	+
<input type="checkbox"/> SENSE MOTIVE		=WIS	+	+
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT*	4	=INT	+	+
<input type="checkbox"/> STEALTH		=DEX	+	+
<input type="checkbox"/> SURVIVAL		=WIS	+	+
<input type="checkbox"/> SWIM		=STR	+	+
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA	+	+

☒ CLASS SKILL \* TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES: Common, Halfing, Goblin

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

## MONEY

CP  
SP  
GP  
PP

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

#### CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1ST	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2ND	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3RD	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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"/>
5TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9TH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>