



NAME _____

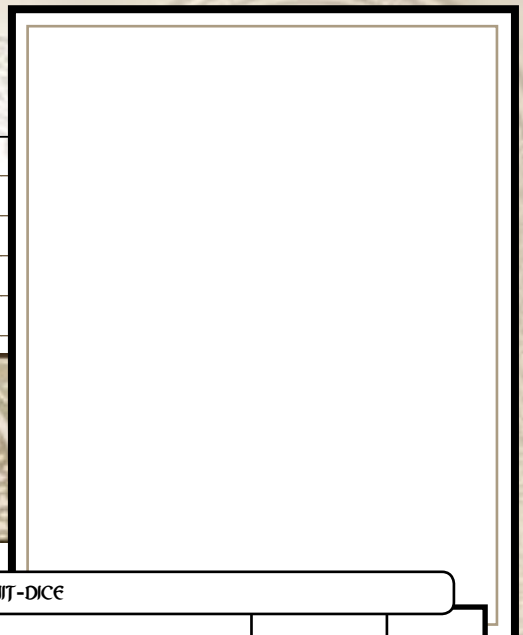
CLASSES/LEVELS _____ Character Level

PRESTIGE CLASSES/LEVELS _____

RACE _____ TYPE _____ LEVEL ADJ _____

ALIGNMENT _____ AFFILIATION _____

CAMPAIGN/SETTING _____



ATTRIBUTES

	STR	DEX	CON	INT	WIS	CHA
MOD						
TEMP SCORE						
TEMP MOD						

INITIATIVE

MODIFIER

TOTAL = +

DEX MOD MISC MOD

HIT-POINTS

HIT-DICE

MAX WOUNDS HEALING (/) NONLETHAL VILE

A-C

10 + + + + + + + + =

DEX MOD SIZE ARMOR SHIELD MAGIC NAT. DEFLECT. TOTAL FLAT-FOOT TOUCH

SAVES

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORTITUDE (CON)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

RESISTANCES

SR

DR

COMBAT

	TOTAL	BASE ATT +	ABILITY MOD	SIZE MOD	MISC MOD	MAGIC MOD	TEMP MOD
MELEE (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

GRAPPLE

=

TOTAL STR+

ATTK+ SIZE+ MISC+

WEAPONS

WEAPON	MCW+	MGR+	MISC.+	TOTAL ATR +	SIZE	TYPE	DAMAGE	CRIT	RANGE	WT

AMMO

TYPE:

TYPE:

TYPE:

TYPE:

NOTES: _____



GIVEN NAME _____

•SEX _____ •AGE _____ •APPARENT AGE _____
 •HEIGHT _____ •WEIGHT _____ •EYES _____ •HAIR _____
 •LEIGE / PATRON _____
 •RELATIVES _____

•HOMELAND _____
 •RELIGION / DIET _____
 •PERSONALITY / QUIRKS _____

•PERSONAL ETHOS _____
 •LANGUAGES (•NATIVE _____)

SKILL POINTS PER LEVEL

•1ST : (+INT) x = _____
 •CLASS : +INT = _____
 •CLASS : +INT = _____
 •CLASS : +INT = _____
 •CLASS : +INT = _____
 •CLASS : +INT = _____

VARIABLE SKILLS

Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
—	CRAFT ()	INT	=	+	+	+	+
—	CRAFT ()	INT	=	+	+	+	+
—	CRAFT ()	INT	=	+	+	+	+
—	CRAFT ()	INT	=	+	+	+	+
—	RNOW (Arcana)	INT	=	+	+	+	+
—	RNOW (Arc & Eng)	INT	=	+	+	+	+
—	RNOW (Dungeons)	INT	=	+	+	+	+
—	RNOW (Geography)	INT	=	+	+	+	+
—	RNOW (History)	INT	=	+	+	+	+
—	RNOW (Local)	INT	=	+	+	+	+
—	RNOW (Nature)	INT	=	+	+	+	+
—	RNOW (Nobility)	INT	=	+	+	+	+
—	RNOW (Religion)	INT	=	+	+	+	+
—	RNOW (The Planes)	INT	=	+	+	+	+
—	RNOW ()	INT	=	+	+	+	+
—	RNOW ()	INT	=	+	+	+	+
—	RNOW ()	INT	=	+	+	+	+
—	RNOW ()	INT	=	+	+	+	+
—	RNOW ()	INT	=	+	+	+	+
—	PERFORM ()	CHA	=	+	+	+	+
—	PERFORM ()	CHA	=	+	+	+	+
—	PERFORM ()	CHA	=	+	+	+	+
—	PERFORM ()	CHA	=	+	+	+	+
—	PROF. ()	WIS	=	+	+	+	+
—	PROF. ()	WIS	=	+	+	+	+
—	PROF. ()	WIS	=	+	+	+	+
—	PROF. ()	WIS	=	+	+	+	+

SKILLS

Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
—	APPRAISE	INT	=	+	+	+	+
—	BALANCE	DEX	=	+	+	+	+
—	BLOFF	CHA	=	+	+	+	+
—	CLIMB	STR	=	+	+	+	+
—	CONCENTRATION	CON	=	+	+	+	+
—	DECIPHER SCRIPT	INT	=	+	+	+	+
—	DIPLOMACY	CHA	=	+	+	+	+
—	DISABLE DEVICE	INT	=	+	+	+	+
—	DISGUISE	CHA	=	+	+	+	+
—	ESCAPE ARTIST	DEX	=	+	+	+	+
—	FORGERY	INT	=	+	+	+	+
—	GATHER INFO	CHA	=	+	+	+	+
—	HANDLE ANIMAL	CHA	=	+	+	+	+
—	HEAL	WIS	=	+	+	+	+
—	HIDE	DEX	=	+	+	+	+
—	INTIMIDATE	CHA	=	+	+	+	+
—	JUMP	STR	=	+	+	+	+
—	LISTEN	WIS	=	+	+	+	+
—	MOVE SILENTLY	DEX	=	+	+	+	+
—	OPEN LOCK	DEX	=	+	+	+	+
—	RIDE	DEX	=	+	+	+	+
—	SEARCH	INT	=	+	+	+	+
—	SENSE MOTIVE	WIS	=	+	+	+	+
—	SLEIGHT OF HAND	DEX	=	+	+	+	+
—	SPEAK LANGUAGE	-----	=	+	+	+	+
—	SPELLCRAFT	INT	=	+	+	+	+
—	SPOT	WIS	=	+	+	+	+
—	SURVIVAL	WIS	=	+	+	+	+
—	SWIM	STR	=	+	+	+	+
—	TUMBLE	DEX	=	+	+	+	+
—	USE MAGIC DEVICE	CHA	=	+	+	+	+
—	USE ROPE	DEX	=	+	+	+	+
—	_____	_____	=	+	+	+	+
—	_____	_____	=	+	+	+	+
—	_____	_____	=	+	+	+	+
—	_____	_____	=	+	+	+	+
—	_____	_____	=	+	+	+	+

CHARACTER HISTORY _____

PROFICIENCIES _____

WEAPONS: SIMPLE MARTIAL
 ARMOR: LIGHT MEDIUM HEAVY
 SHIELDS
 SPECIFIC/EXOTIC WEAPONS _____

MISCELLANEOUS



GEAR & MOVEMENT

MOVEMENT *	ROUND	TACTICAL	SWIM	FLY
	Base			
	Hustle			
	Run (x3)		X	
	Run (x4)		X	

ENCUMBRANCE

WEIGHT TALLY

FROM ARMOR _____

FROM WEAPONS _____

FROM EQUIPMENT _____

CURRENT LOAD lbs.

CARRYING CAPACITY *

LOAD	WT CARRIED	MAX DEX	CHECK	RUN
LIGHT		NORM	NORM	NORM
MEDIUM		+3	-3	X4
HEAVY		+1	-6	X3

FEATS OF STRENGTH

Max Load Max Load X2 Max Load X5

Lift Over Head Lift Off Ground Push Or Drag

★ Refer to tables 9-1 and 9-3 on page 162 of the Dungeons & Dragons Player's Handbook, v.3.5.

EQUIPMENT	ITEM	COST	LOCATION	WT.

MONEY & TREASURE	STANDARD CURRENCY		WT.
	PLATINUM		
	GOLD		
	SILVER		
	COPPER		
	OTHER CURRENCIES		WT.
GEMS AND VALUABLES		WT.	
#	Type	Value	

ARMOR & SHIELDS

TYPE _____ Spell Fail _____ Don-Time _____

AC+ _____ Max DEX _____ Check _____ Spd _____ wt _____

TYPE _____ Spell Fail _____ Don-Time _____

AC+ _____ Max DEX _____ Check _____ Spd _____ wt _____

DEFENSIVE MAGIC-ITEMS

ITEM _____ AC+ _____ Type _____

ITEM _____ AC+ _____ Type _____

ITEM _____ AC+ _____ Type _____

ITEM _____ AC+ _____ Type _____

Record additional magic-item info, such as weight and slots, on magic-item sheet.

PROVISIONS	CONSUMABLES		LOCATION	WT.
	WATERSKINS (# 1/2 gl)	<input type="checkbox"/>		
	WINEKINS (# 1/2 gl)	<input type="checkbox"/>		
	RATIONS (# days)	<input type="checkbox"/>		
	OTHER FOODS			
	FEED (# days)	<input type="checkbox"/>		



ARCANE SPELL DESCRIPTION

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

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Saving Throw	Resistance	Target / Effect / Area		Range
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Description				

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Material Components				
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Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				



PSIONIC POWERS

POWER		Discipline (Ability)	
Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Summary			Ref.

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Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Level	Manifestation Time	Power Resistance?	Saving Throw
Range	Duration	Area	Target
Power Points	Display (_____)		Save DC
Summary			Ref.

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Summary			Ref.