

HI ALL,

THIS IS A CHARACTER SHEET FOR WOTC'S
DUNGEONS & DRAGONS 3.5. I TRIED TO
DESIGN IT SUCH THAT IT IS USEFULL FOR
MULTICLASS AND/OR HIGH LEVEL CHARACTERS.

PLEASE SEND CORRECTIONS AND COMMENTS TO:
PIZZATEE[PLACE AT SIGN HERE]GRIGORIKOSSONOSSOW.DE

HAVE FUN, PIZZATEE

CONTENTS:

PAGE 02: CHARACTER SHEET - FRONT
PAGE 03: CHARACTER SHEET - FRONT 2
PAGE 04: CHARACTER SHEET - BACK
PAGE 05: CHARACTER SHEET - BACK 2
PAGE 06: CHARACTER DEVELOPMENT SHEET
PAGE 07: ANIMAL / FAMILIAR / MOUNT SHEET
PAGE 08: SPELLCASTER SHEET - BARD
PAGE 09: SPELLCASTER SHEET - CLERIC
PAGE 10: SPELLCASTER SHEET - DRUID
PAGE 11: SPELLCASTER SHEET - PALADIN
PAGE 12: SPELLCASTER SHEET - RANGER
PAGE 13: SPELLCASTER SHEET - SORCERER
PAGE 14: SPELLCASTER SHEET - WIZARD
PAGE 15: SPELL SHEET - MEMORIZING CASTERS
PAGE 16: SPELL SHEET - SPONTANEOUS CASTERS
PAGE 17: CHARACTER SHEET - FRONT (PORTRAIT)
PAGE 18: CHARACTER SHEET - BACK (PORTRAIT)

PS: OBVIOUSLY, WOTC & DND ARE TRADEMARKS OF WOTC
INC. THE SOURCES USED TO COMPILE THIS SHEET ARE
COPYRIGHTED BY WOTC.

PPS: THIS IS VERSION **1.12** [2008-04-12] MINOR
CORRECTIONS.

GENERAL

PLAYER	CHARACTER NAME	RACE	ALIGNMENT	LG	NG	CG		
			LN	TN	CN			
GENDER	AGE	SIZE	HEIGHT / WEIGHT	APPEARANCE (SKIN, HAIR, EYES ETC.)	DEITY	LE	NE	CE

HP

TOTAL	CURRENT / WOUNDS
TEMPORARY TOTAL	NONLETHAL DAMAGE

ABILITIES

ABILITY	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

CLASSES

CA	LEVEL
CØ	LEVEL
Cψ	LEVEL
CΩ	LEVEL
LEVEL ADJUSTMENT	LEVEL
%	EFFECTIVE CHARACTER LEVEL
XP PENALTY	

XP

CURRENT
NEXT LEVEL AT

SPEED

--

STUFF

DAMAGE REDUCTION
SPELL RESISTANCE

LOAD

LIGHT	
MEDIUM	
HEAVY	
MAXIMUM	
LIFT OFF GROUND	
PUSH OR DRAG	

SAVES

SAVING THROW	TOTAL	CA	BASE SAVE(S) CØ Cψ CΩ	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE		=Σ		CON				
REFLEX		=Σ		DEX				
WILL		=Σ		WIS				

INITIATIVE

Σ MODIFIERS
DEX
MAGIC
MISC

ARMOR CLASS

TOTAL	SIZE MODIFIER	ARMOR MODIFIER	DEFLECTION MODIFIER
=Σ 10			
DEX	ABILITY MODIFIER	NATURAL ARMOR	SHIELD MODIFIER
FLAT-FOOTED			TOUCH

WEAPONS

WEAPON	1ST	TOTAL ATTACK BONUS 2ND 3RD 4TH	DAMAGE	CRITICAL	RANGE
NOTES/SPECIAL					
NOTES/SPECIAL					
NOTES/SPECIAL					
NOTES/SPECIAL					

BAB (1ST-4TH)

Σ				
CA				
CØ				
Cψ				
CΩ				

PENALTIES

ARMOR CHECK PENALTY	ARCANE SPELL FAILURE
ARMOR	
SHIELD	

ATTACKS

TYPE	TOTAL BONUS/MODIFIER 1ST 2ND 3RD 4TH	BASE ATTACK MODIFIER 1ST 2ND 3RD 4TH	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER
RANGED	=Σ		DEX		
MELEE	=Σ		STR		
GRAPPLE	=Σ		STR		

ARMOR & SHIELD

ARMOR / SHIELD	AC BONUS	MAX. DEX	WEIGHT	SPEED
NOTES/SPECIAL				
NOTES/SPECIAL				

AMMUNITION

TYPE									
TYPE									
TYPE									

LANGUAGES

SKILLS

SKILL NAME	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ APPRAISE	=Σ	INT		
☐ BALANCE*	=Σ	DEX		
☐ BLUFF	=Σ	CHA		
☐ CLIMB*	=Σ	STR		
☐ CONCENTRATION	=Σ	CON		
☐ CRAFT ()	=Σ	INT		
☐ CRAFT ()	=Σ	INT		
☐ CRAFT ()	=Σ	INT		
☐ DECIPHER SCRIPT	=Σ	INT		
☐ DIPLOMACY	=Σ	CHA		
☐ DISABLE DEVICE	=Σ	INT		
☐ DISGUISE	=Σ	CHA		
☐ ESCAPE ARTIST*	=Σ	DEX		
☐ FORGERY	=Σ	INT		
☐ GATHER INFORMATION	=Σ	CHA		
☐ HANDLE ANIMAL	=Σ	CHA		
☐ HEAL	=Σ	WIS		
☐ HIDE*	=Σ	DEX		
☐ INTIMIDATE	=Σ	CHA		
☐ JUMP*	=Σ	STR		
☐ KNOWLEDGE ()	=Σ	INT		
☐ KNOWLEDGE ()	=Σ	INT		
☐ KNOWLEDGE ()	=Σ	INT		
☐ KNOWLEDGE ()	=Σ	INT		
☐ LISTEN	=Σ	WIS		
☐ MOVE SILENTLY*	=Σ	DEX		
☐ OPEN LOCK	=Σ	DEX		
☐ PERFORM ()	=Σ	CHA		
☐ PERFORM ()	=Σ	CHA		
☐ PROFESSION ()	=Σ	WIS		
☐ PROFESSION ()	=Σ	WIS		
☐ RIDE	=Σ	WIS		
☐ SEARCH	=Σ	INT		
☐ SENSE MOTIVE	=Σ	WIS		
☐ SLEIGHT OF HAND*	=Σ	DEX		
☐ SPELLCRAFT	=Σ	INT		
☐ SPOT	=Σ	WIS		
☐ SURVIVAL	=Σ	WIS		
☐ SWIM**	=Σ	STR		
☐ TUMBLE*	=Σ	DEX		
☐ USE MAGIC DEVICE	=Σ	CHA		
☐ USE ROPE	=Σ	DEX		
	=Σ			
	=Σ			
	=Σ			
	=Σ			

*ARMOR CHECK PENALTY (** DOUBLE) ☐ USABLE UNTRAINED ☒ CLASS SKILL

GENERAL

PLAYER

CHARACTER NAME

RACE

GENDER

AGE

SIZE

HEIGHT / WEIGHT

APPEARANCE (SKIN, HAIR, EYES ETC.)

DEITY

ALIGNMENT

LG

NG

CG

LN

TN

CN

LE

NE

CE

HP

TOTAL

CURRENT / WOUNDS

TEMPORARY TOTAL

NONLETHAL DAMAGE

ABILITIES

ABILITY

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

CLASSES

CA

LEVEL

CØ

LEVEL

Cψ

LEVEL

CΩ

LEVEL

LEVEL ADJUSTMENT

LEVEL

%

EFFECTIVE CHARACTER LEVEL

XP PENALTY

INITIATIVE

MODIFIERS

DEX

MAGIC

MISC

TOTAL

=Σ

10

SIZE MODIFIER

ARMOR MODIFIER

DEFLECTION MODIFIER

ABILITY MODIFIER

NATURAL ARMOR

SHIELD MODIFIER

MISC MODIFIER

FLAT-FOOTED TOUCH

SAVES

SAVING THROW

TOTAL

CA

BASE SAVE(S)

CØ

Cψ

CΩ

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

CONDITIONAL MODIFIERS

FORTITUDE

REFLEX

WILL

WEAPONS

WEAPON

1ST

TOTAL ATTACK BONUS

2ND

3RD

4TH

DAMAGE

CRITICAL

RANGE

NOTES/SPECIAL

ATTACKS

TYPE

TOTAL BONUS/MODIFIER

1ST

2ND

3RD

4TH

BASE ATTACK MODIFIER

1ST

2ND

3RD

4TH

ABILITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

RANGED

MELEE

GRAPPLE

PENALTIES

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

ARMOR

SHIELD

BAB (1ST-4TH)

CA

CØ

Cψ

CΩ

SPEED

LOAD

LIGHT

MEDIUM

HEAVY

MAXIMUM

LIFT OFF GROUND

PUSH OR DRAG

STUFF

DAMAGE REDUCTION

SPELL RESISTANCE

ARMOR & SHIELD

ARMOR / SHIELD

AC BONUS

MAX. DEX

WEIGHT

SPEED

NOTES/SPECIAL

AMMUNITION

TYPE

TYPE

TYPE

LANGUAGES

SKILLS

SKILL NAME

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

☐ APPRAISE

☐ BALANCE*

☐ BLUFF

☐ CLIMB*

☐ CONCENTRATION

☐ CRAFT ()

☐ CRAFT ()

☐ CRAFT ()

☐ DECIPHER SCRIPT

☐ DIPLOMACY

☐ DISABLE DEVICE

☐ DISGUISE

☐ ESCAPE ARTIST*

☐ FORGERY

☐ GATHER INFORMATION

☐ HANDLE ANIMAL

☐ HEAL

☐ HIDE*

☐ INTIMIDATE

☐ JUMP*

☐ KNOWLEDGE ()

☐ KNOWLEDGE ()

☐ KNOWLEDGE ()

☐ KNOWLEDGE ()

☐ LISTEN

☐ MOVE SILENTLY*

☐ OPEN LOCK

☐ PERFORM ()

☐ PERFORM ()

☐ PROFESSION ()

☐ PROFESSION ()

☐ RIDE

☐ SEARCH

☐ SENSE MOTIVE

☐ SLEIGHT OF HAND*

☐ SPELLCRAFT

☐ SPOT

☐ SURVIVAL

☐ SWIM**

☐ TUMBLE*

☐ USE MAGIC DEVICE

☐ USE ROPE

*ARMOR CHECK PENALTY (** DOUBLE)

☐ USABLE UNTRAINED

☒ CLASS SKILL

FEATS	NAME	DESCRIPTION
F01		
F04		
F07		
F10		
F13		
F16		
F19		

SPECIAL ABILITIES	NAME/DESCRIPTION	TYPE
S01		
S04		
S07		
S10		

EQUIPMENT/GEAR	ITEM	WEIGHT	ITEM	WEIGHT
I01			I34	
I04			I37	
I07			I40	
I10			I43	
I13			I46	
I16			I49	
I19				
I22				
I25				
I28				
I31				

CLOTHES/GEAR WORN

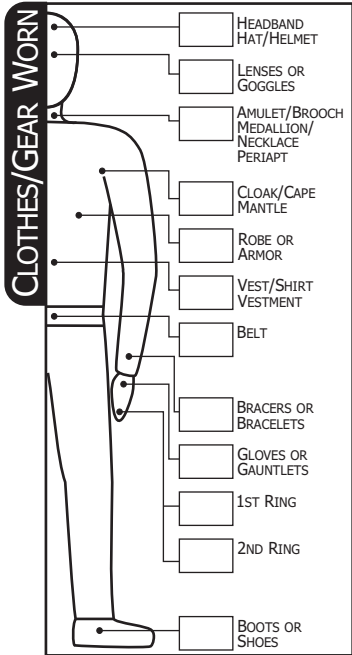
☐ HEADBAND
HAT/HELMET
 ☐ LENSES OR
GOGGLES
 ☐ AMULET/BROOCH
MEDALLION/
NECKLACE
PERIAPT
 ☐ CLOAK/CAPE
MANTLE
 ☐ ROBE OR
ARMOR
 ☐ VEST/SHIRT
VESTMENT
 ☐ BELT
 ☐ BRACERS OR
BRACELETS
 ☐ GLOVES OR
GAUNTLETS
 ☐ 1ST RING
 ☐ 2ND RING
 ☐ BOOTS OR
SHOES

WEALTH	
COPPER	
SILVER	
GOLD	
PLATINUM	
OTHER	

FEATS	NAME	DESCRIPTION
F01		
F04		
F07		
F10		
F13		
F16		
F19		
F22		
F25		
F28		
F31		

EQUIPMENT/GEAR	ITEM	WEIGHT
I01		
I04		
I07		
I10		
I13		
I16		
I19		
I22		
I25		
I28		
I31		

SPECIAL ABILITIES	NAME/DESCRIPTION	TYPE
S01		
S04		
S07		
S10		
S13		
S16		



WEALTH	
COPPER	
SILVER	
GOLD	
PLATINUM	
OTHER	

CHARACTER DEVELOPMENT

CHARACTER LEVEL	XP x1000	CLASS CHOSEN	CLASS LEVEL	HIT TYPE	DIE ROLL	FEATS	CLASS SPECIAL	ABILITY INCREASE	ACHIEVMENTS/INFORMATION
1	0								
2	1								
3	3								
4	6								
5	10								
6	15								
7	21								
8	28								
9	36								
10	45								
11	55								
12	66								
13	78								
14	91								
15	105								
16	120								
17	136								
18	153								
19	171								
20	190								
21	210								
22	231								
23	253								
24	276								
25	300								
26	325								
27	351								
28	378								
29	406								
30	435								
31	465								
32	496								
33	528								
34	561								
35	595								
36	630								
37	666								
38	703								
39	741								
40	780								

ANIMAL

NAME

TYPE

OWNER

ALIGNMENT

LG

NG

CG

LN

TN

CN

LE

NE

CE

GENDER

AGE

SIZE

HEIGHT / WEIGHT

APPEARANCE (SKIN, HAIR, EYES ETC.)

ABILITIES

ABILITY

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

SPEED

LOAD

LIGHT

MEDIUM

HEAVY

MAXIMUM

LIFT OFF GROUND

PUSH OR DRAG

SAVES

SAVING THROW

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

FORTITUDE

REFLEX

WILL

AC

TOTAL

ABILITY MODIFIER

NATURAL ARMOR

SIZE MODIFIER

DEFLECTION MODIFIER

PROTECTIVE ITEM

FLAT-FOOTED

TOUCH

STUFF

DAMAGE REDUCTION

SPELL RESISTANCE

ATTACKS

TYPE

TOTAL BONUS/MODIFIER

1ST

2ND

3RD

4TH

BASE ATTACK MODIFIER

1ST

2ND

3RD

4TH

ABILITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

RANGED

MELEE

GRAPPLE

HP

TOTAL

HD

CURRENT / WOUNDS

TEMPORARY TOTAL

NONLETHAL DAMAGE

BAB

1ST

2ND

3RD

4TH

WEAPONS

WEAPON

TOTAL ATTACK BONUS

1ST

2ND

3RD

4TH

DAMAGE

CRITICAL

RANGE

NOTES/SPECIAL

INI

Σ

DEX

MAGIC

MISC

SECURITY

PROTECTIVE ITEM

AC BONUS

MAX. DEX

WEIGHT

SPEED

NOTES/SPECIAL

ANIMAL

NAME

TYPE

OWNER

ALIGNMENT

LG

NG

CG

LN

TN

CN

LE

NE

CE

GENDER

AGE

SIZE

HEIGHT / WEIGHT

APPEARANCE (SKIN, HAIR, EYES ETC.)

ABILITIES

ABILITY

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

SPEED

LOAD

LIGHT

MEDIUM

HEAVY

MAXIMUM

LIFT OFF GROUND

PUSH OR DRAG

SAVES

SAVING THROW

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

FORTITUDE

REFLEX

WILL

AC

TOTAL

ABILITY MODIFIER

NATURAL ARMOR

SIZE MODIFIER

DEFLECTION MODIFIER

PROTECTIVE ITEM

FLAT-FOOTED

TOUCH

STUFF

DAMAGE REDUCTION

SPELL RESISTANCE

ATTACKS

TYPE

TOTAL BONUS/MODIFIER

1ST

2ND

3RD

4TH

BASE ATTACK MODIFIER

1ST

2ND

3RD

4TH

ABILITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

RANGED

MELEE

GRAPPLE

HP

TOTAL

HD

CURRENT / WOUNDS

TEMPORARY TOTAL

NONLETHAL DAMAGE

BAB

1ST

2ND

3RD

4TH

WEAPONS

WEAPON

TOTAL ATTACK BONUS

1ST

2ND

3RD

4TH

DAMAGE

CRITICAL

RANGE

NOTES/SPECIAL

INI

Σ

DEX

MAGIC

MISC

SECURITY

PROTECTIVE ITEM

AC BONUS

MAX. DEX

WEIGHT

SPEED

NOTES/SPECIAL

BARD

CHARACTER NAME	SPELL LEVEL	SPELL SAVE DC (BASE + LEVEL)	SPELLS DAY	BONUS SPELLS DAY	SPELLS KNOWN	SPELLS CAST TODAY
CLASS LEVEL MAXIMUM SPELL LEVEL = $\sum (CHA / \text{TEMPORARY ABILITY SCORE}) - 10$ SPELLCASTER LEVEL TEMPORARY ABILITY SCORE 	0TH					
	1ST					
	2ND					
	3RD					
	4TH					
	5TH					
	6TH					

1 SPELLS

LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____

SPELLS

[illegible]

1 SPELLS

MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	

[illegible]

1 SPELLS

MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	
MEMORIZED	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
	DESCRIPTION		SAVING THROW			SPELL RESISTANCE	☐ M ☐ D/F ☐ XP	

[illegible]

1 SPELLS

☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____

[illegible]

1 SPELLS

CHARACTER NAME			SPELL LEVEL SPELL SAVE DC (BASE + LEVEL) SPELLS DAY BONUS SPELLS DAY 1ST		
CLASS LEVEL SPELLCASTER LEVEL MAXIMUM SPELL LEVEL ABILITY SCORE TEMPORARY ABILITY SCORE =Σ (WIS /) - 10			3RD		
BASE SPELL SAVE ABILITY MODIFIER TEMPORARY ABILITY MODIFIER =Σ (WIS /) + 10			4TH		
ADDITIONAL INFORMATION			FAVOURIED ENEMIES		

☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	DESCRIPTION				SAVING THROW	SPELL RESISTANCE	☐ M _____ ☐ D/F _____ ☐ XP _____	

☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	
☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ M	☐ S	☐ V
☐	DESCRIPTION				SAVING THROW		SPELL RESISTANCE		☐ D	☐ F
☐									☐ XP	

1 SPELLS

LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____
LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS ☐ s ☐ v
DESCRIPTION			SAVING THROW	SPELL RESISTANCE		☐ M _____ ☐ (D)F _____ ☐ XP _____

[illegible]

1 SPELLS

☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	
☐	☐	LEVEL	SPELL	RANGE	TARGET	CASTING TIME	DURATION	COMPONENTS	☐ s ☐ v
☐	☐	DESCRIPTION			SAVING THROW		SPELL RESISTANCE	☐ M _____ ☐ (D)F _____ ☐ XP _____	

[illegible]

[illegible][illegible]

GENERAL

PLAYER

CHARACTER NAME

RACE

GENDER

AGE

SIZE

HEIGHT / WEIGHT

APPEARANCE (SKIN, HAIR, EYES ETC.)

DEITY

ALIGNMENT

LG

NG

CG

LN

TN

CN

LE

NE

CE

ABILITIES

ABILITY

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

CLASSES

CA

LEVEL

CΦ

LEVEL

CΨ

LEVEL

CΩ

LEVEL

LEVEL ADJUSTMENT

LEVEL

%

XP PENALTY

EFFECTIVE CHARACTER LEVEL

XP

CURRENT

NEXT LEVEL AT

SPEED

LOAD

LIGHT

MAXIMUM

MEDIUM

LIFT OFF GROUND

HEAVY

PUSH OR DRAG

STUFF

DAMAGE REDUCTION

SPELL RESISTANCE

HP

TOTAL

CURRENT / WOUNDS

TEMPORARY TOTAL

NONLETHAL DAMAGE

ARMOR CLASS

TOTAL

=

10

DEX

FLAT-FOOTED

TOUCH

INITIATIVE

BAB (1ST-4TH)

CA

CΦ

CΨ

CΩ

ATTACKS

TYPE

1ST

TOTAL BONUS/MODIFIER 2ND

3RD

4TH

1ST

BASE ATTACK BONUS 2ND

3RD

4TH

ABILITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

RANGED

MELEE

GRAPPLE

WEAPONS

WEAPON

1ST

TOTAL ATTACK BONUS 2ND

3RD

4TH

DAMAGE

CRITICAL

RANGE

NOTES/SPECIAL

ARMOR & SHIELD

ARMOR / SHIELD

AC BONUS

MAX. DEX

WEIGHT

SPEED

NOTES/SPECIAL

AMMUNITION

TYPE

TYPE

PENALTIES

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

ARMOR

SHIELD

LANGUAGES

SAVES

SAVING THROW

TOTAL

CA

BASE SAVE(S) CΦ

CΨ

CΩ

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

CONDITIONAL MODIFIERS

FORTITUDE

REFLEX

WILL

SKILLS

RESTRICTIONS

SKILL NAME

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

☐ APPRAISE

☐ BALANCE*

☐ BLUFF

☐ CLIMB*

☐ CONCENTRATION

☐ CRAFT ()

☐ CRAFT ()

☐ CRAFT ()

☐ DECIPHER SCRIPT

☐ DIPLOMACY

☐ DISABLE DEVICE

☐ DISGUISE

☐ ESCAPE ARTIST*

☐ FORGERY

☐ GATHER INFORMATION

☐ HANDLE ANIMAL

☐ HEAL

☐ HIDE*

☐ INTIMIDATE

☐ JUMP*

☐ KNOWLEDGE ()

☐ KNOWLEDGE ()

☐ KNOWLEDGE ()

☐ KNOWLEDGE ()

☐ LISTEN

☐ MOVE SILENTLY*

☐ OPEN LOCK

☐ PERFORM ()

☐ PERFORM ()

☐ PROFESSION ()

☐ PROFESSION ()

☐ RIDE

☐ SEARCH

☐ SENSE MOTIVE

☐ SLEIGHT OF HAND*

☐ SPELLCRAFT

☐ SPOT

☐ SURVIVAL

☐ SWIM**

☐ TUMBLE*

☐ USE MAGIC DEVICE

☐ USE ROPE

FEATS

NAME	DESCRIPTION
F01	
F04	
F07	
F10	
F13	
F16	
F19	
F22	
F25	
F28	
F31	

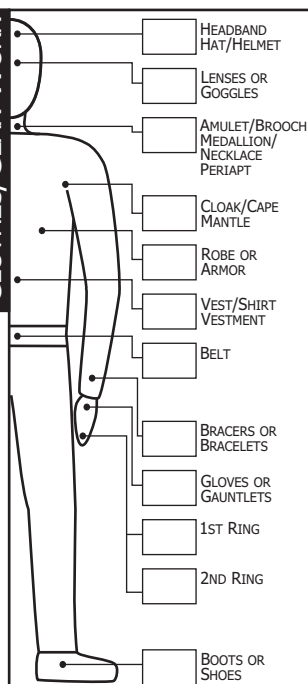
EQUIPMENT/GEAR

ITEM	WEIGHT
I01	
I04	
I07	
I10	
I13	
I16	
I19	
I22	
I25	
I28	
I31	

SPECIAL ABILITIES

NAME/DESCRIPTION	TYPE
S01	
S04	
S07	
S10	
S13	

CLOTHES/GEAR WORN



WEALTH

COPPER
SILVER
GOLD
PLATINUM
OTHER