

1

CHARACTER

RACE

SIZE

CLASS

LEVEL

GENDER

AGE

HEIGHT

WEIGHT

DEITY

ALIGNMENT

LANGUAGES

ARMOR & PROTECTION WORN

WEAPONS USED

NOTABLE ITEMS

ABILITY SCORES

STR

INT

DEX

WIS

CON

CHA

MOVEMENT & LIFTING

SPEED

OVER HEAD

OFF GROUND

PUSH OR DRAG

SAVING THROWS

FORT

REF

WILL

SAVING THROW MODIFIERS

ARMOR CLASS

FLAT FOOT

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

/

SUB DUAL

2

CHARACTER

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HIT POINTS

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VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

/

SUB DUAL

Armor Check Penalty

1

2

3

4

Can be used untrained

Armor Check Penalty

Appraise

Balance

Bluff

Climb

Concentration

Craft

Craft

Decipher Script

Diplomacy

Disable Device

Disguise

Escape Artist

Forgery

Gather Information

Handle Animal

Heal

Hide

Intimidate

Jump

Knowledge, Arcana

Knowledge, Religion

Knowledge, Nature

Knowledge,

Knowledge,

Listen

Move Silently

Open Lock

Perform,

Profession,

Ride

Search

Sense Motive

Sleight of Hand

Spellcraft

Spot

Survival

Swim

Tumble

Use Magic Device

Use Rope

http://www.irossco.com/dnd/index.htm

Dungeons and Dragons 3.5 All Spells

October 10, 2003