

DUNGEONS & DRAGONS

Name <input type="text"/>					1st Class/level <input type="text"/>	3rd Class/level <input type="text"/>	Total Level <input type="text"/>
					2nd Class/level <input type="text"/>	4th Class/level <input type="text"/>	Experience Points <input type="text"/>
Ability	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier			
Strength (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Race <input type="text"/>	Age <input type="text"/>	Speed <input type="text"/>
Dexterity (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Alignment <input type="text"/>	Size <input type="text"/>	Damage Reduction <input type="text"/>
Constitution (CON)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Deity <input type="text"/>	Height <input type="text"/>	Miss Chance <input type="text"/>
Intelligence (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Nickname <input type="text"/>	Weight <input type="text"/>	Spell Resistance <input type="text"/>
Wisdom (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Gender <input type="text"/>	Eye Color <input type="text"/>	Arcane Spell Failure <input type="text"/>
Charisma (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Vision <input type="text"/>	Hair Color <input type="text"/>	Armor Check Penalty <input type="text"/>

AC	10 +	Armor Bonus <input type="text"/>	+	Shield Bonus <input type="text"/>	+	Dex Mod <input type="text"/>	+	Size Mod <input type="text"/>	+	Natural Armor <input type="text"/>	+	Misc Mod <input type="text"/>	=	<input type="text"/>	Current Hit Points <input type="text"/>	Hit Points <input type="text"/>	
Weapon	Total Attack Bonus	Damage	Critical	Range	Type	Weight	Size	Notes	Subdual Hit Points <input type="text"/>	Character Sketch/Coat of Arms							

Protective Item	Armor Bonus	Max Dex	Check Pen	Spell Fail	Speed	Weight	Size	Notes
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Attack Method	BAB	Str/Dex	Size	Misc	Temp	Total	Saving Throws	Conditional Modifier	Base Save	Ability Mod	Magic Mod	Misc. Mod	Temp Mod	Total Modifier
Melee Attack Bonus	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=
Ranged Attack Bonus	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	=
Initiative <input type="text"/>	Flat Footed AC (Armor Class-Dex Modifier) <input type="text"/>	Touch Armor Class (10+Dex Mod+Size+Deflection) <input type="text"/>	Fortitude (Constitution) <input type="text"/>		Reflex (Dexterity) <input type="text"/>		Will (Wisdom) <input type="text"/>							

Class Skills	Untrained Skill Name	Key Ability	Ability Mod	Misc Mod	Ranks	Skill Modifier	Class Skills	Trained Only Skill Name	Key Ability	Ability Mod	Misc Mod	Ranks	Skill Modifier
<input type="checkbox"/>	Appraise	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Alchemy	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Balance*	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Animal Empathy	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Bluff	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Autohypnosis	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Climb*	Str	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Decipher Script	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Concentration	Con	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Disable Device	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Craft ()	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Handle Animal	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Persuasion	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Innuendo	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Disguise	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Intuit Direction	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Escape Artist*	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Knowledge ()	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Forgery	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Knowledge ()	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Gather Information	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Open Locks	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Heal	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Sleight of Hand	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Hide*	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Profession ()	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Intimidate	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Profession ()	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Jump*	Str	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Psicraft	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Insight	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Read Lips	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Move Silently*	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Remote View	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Perform ()	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Scry	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Ride	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Spellcraft	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Sense motive	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Stabilize Self	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Perception	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Tumble*	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Swim**	Str	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Use Magic Device	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Use Rope	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	Use Psionic Device	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Wilderness Lore	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>			<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>			<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>			<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

* Armor check penalty, if any applies.
** -1 per 5 lb. of gear

Max Ranks Class Skill (Level +3)

Max Ranks Cross Class Skill (Level +3/2)

Power Points

Cohort/Follower/Mount/Animal Companion/ or Familiar

Name: _____		Level: _____		Race: _____		Name: _____		Level: _____		Race: _____	
Class: _____		XP Points: _____		Alignment: _____		Class: _____		XP Points: _____		Alignment: _____	

Ability Score	Ability Mod.	HP	Fortitude	Save
STR		AC	Reflex	Save
DEX		HD	Will	Save
CON		HD	Melee	Attack Bonus
INT		Face	Ranged	Attack Bonus
WIS		Speed	Attacks	
CHA		Initiative	Damage	

Skills _____

Feats _____

Special Abilities _____

Other Notes _____

Name: _____		Level: _____		Race: _____		Name: _____		Level: _____		Race: _____	
Class: _____		XP Points: _____		Alignment: _____		Class: _____		XP Points: _____		Alignment: _____	

Ability Score	Ability Mod.	HP	Fortitude	Save
STR		AC	Reflex	Save
DEX		HD	Will	Save
CON		HD	Melee	Attack Bonus
INT		Face	Ranged	Attack Bonus
WIS		Speed	Attacks	
CHA		Initiative	Damage	

Skills _____

Feats _____

Special Abilities _____

Other Notes _____

Contact		Contact		Contact	
Name	_____	Name	_____	Name	_____
Location	_____	Location	_____	Location	_____
Allegiances	_____	Allegiances	_____	Allegiances	_____
Specialty	_____	Specialty	_____	Specialty	_____
Areas	_____	Areas	_____	Areas	_____
Favors	_____	Favors	_____	Favors	_____
Owed/Gained	_____	Owed/Gained	_____	Owed/Gained	_____
Rates	_____	Rates	_____	Rates	_____

Turning Undead Table				Light Sources Table			Bardic Knowledge Table		
Turning Check Result	Max HD of Undead Affected	Turning Check Result	Max HD of Undead Affected	Object/ Spell	Light Generated	Duration	DC	Type of Knowledge	Examples
Up to 0	Cleric's Level -4	13-15	Cleric's Level +1	Candle	5 ft.	1 hr.	10	Common, known by at least a substantial minority of the local population.	A local Mayor's reputation for drinking; common legends about a powerful place of mystery.
1-3	Cleric's Level -3	16-18	Cleric's Level +2	Continual, flame spell	20 ft.	Permanent			
4-6	Cleric's Level -2	19-21	Cleric's Level +3	Dancing, lights spell	20 ft. each	1 min.	20	Uncommon but available, known by only a few people in the area.	A local priest's shady past; legends about a powerful magic item.
7-9	Cleric's Level -1	22+	Cleric's Level +4	Daylight, spell	60 ft.	30 min.			
10-12	Cleric's Level			Lamp, Common	15 ft.	6 hr./pint	25	Obscure, known by few; hard to come by.	A knight's family history; legends about a minor place of mystery of magic item.
Turning Damage	Roll 2d6 + Cleric level + Charisma modifier= Total Hit Dice turned, Range 60'			Lantern, bullseye	60 ft. cone	6 hr./pint			
Destroying Undead	If you have x2 as many levels as undead's HD.			Lantern, hooded	30 ft.	6 hr./pint	30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly know only by those who don't understand the significance of the knowledge.	A mighty wizard's childhood nickname; the history of a petty magic item.
Duration	Undead flee for 10 rounds (1 minute)			Light, spell	20 ft.	10 min.			
				Sunrod	30 ft.	6 hr.			
				Torch	20 ft.	1 hr.			