СН	ARACTER DATA	(CREA	TION:	
Name:		(	Gender:	
Location & d	lay of birth:			
Race:	Alignment:	/	Size:	
Age:	Height:	Weight:		
Skin:	Hair:	Eyes:		

CLASSES & EXPERIENCE								
Class (F=FAVORED)	LVL	HD	HP	F	TOTAL LEVEL			
a								
b					EXP. POINTS:			
С								
d					EXP. NEXT LEVEL:			
е								
f					PENALTY: %			

		ARMOR	CLAS	S		
AC P	. (	ARMOR	SHIELD	DEX.	SIZE	NAT.
	=10+ <					
TMP AC	1-10+	DEFL.	FORCE	OTHER	OTHER	TMP
TOUCH	NO NAT.,	ARCANE	FAILURE:	%	MAX DEX:	
	ARMOR, SHIELD	ARMOR	PENALTY:			
FLAT FOOTED	NO DEX.,	ARMOR IN USE:				
	DEFL.	SHIELD IN USE:				
NOTES:						
l						

	 мр. тот.		BASE	ABIL.	ITEM	MAGIC	отн.	OTH.	TMP.
Fortitude (CON)		=							
Reflex (DEX)		=							
Will (WIS)		=							

		ABILI	TIES		
	VAL.	MOD.	TMP. VAL.	TMP. MOD.	EXTRA
STR					
DEX					
CON					
INT					
WIS					
CHA					

	H	IT POIN	NTS	
TOTAL HP		CU	RRENT HP	
NON LETHAL:				
DA	MAGE REDUCT	ON	SPELL	RESISTANCE
	ELEN	MENTAL RESIS	STANCE	

BASE ATTACK BONUS										
CLASSES BAB.	BAB.	SIZE		STR.		MELEE				
a		+	+ [		=					
b	+		+		=					
с		SIZE		DEX.		RANGED				
d	+			TWO WE	APON	I FIGHTING				
e		STR.		PE	NALT	TES:				
f	=	-		PRIMARY	:					
		GRAPPLE		SECONDAR	RY:					

INITIATIVE									
DEX.		FEAT		MAGIC		OTHER		TOTAL	
	+		+		+		=		

					V	/E/	APON	<b>IS</b> 8	& CO	MBA	.T &	SPE	LLC	AST:	ING							
Weapon	Name		al attack onus	D	amag	je	Criti	cal	Range	Size	Туре	LVL\	1	2	3	4	5	6	7	8	9	10
							,	ĸ				0										
							,	ĸ				2										
							,	×				3										
DC: (IvI)	0	1	2	3	4		5	6	7	8	9	5										
Range:			Close				Medium				Long	6										
Staffs:												7 8										
Notes:												9										
				0 🗆 🗆			]20[			] 30			!40 ]40			<u> </u> 	0	-				10
				0 🗆 🗆			]20[			]□30 [			] <u> </u>  40			5	0					□□ 10
i				0 🗆 🗆			]20[			]□30 [			4C			<u></u> 5	0					<u></u>

	RACIAL TRA	ITS	
	PON & ARMOR PE		
Simple Weapon ight Armors	s ☐ Martial weapons ☐ Medium Armors	☐ Exotic ☐ Heavy Armors	
ight Shields	☐ Heavy Shields	☐ Tower Shields	
)ther			
	CLASS FEATU	RES	
LVL	Name and I	Description	

SPELLS										
LVL	0	1	2	3	4	5	6	7	8	9
Spells per day										
Bonus per day										
Known spells										
DC										

NOTES	
	_
	$\dashv$
	-
	$\exists$

	FEATS
LVL	Name and Description
	ine) by Squera. Contact at <a href="mailto:squer4@gmail.com">squer4@gmail.com</a>

	KNOW	N L	ANG	UAGES	6	SKILLS						
La	anguage			Alph	abet	Skill Name	Ability	тот	Ranks	Abil.	Oth	Otl
						☐ <b>Appraise</b> [craft, diligent]	INT					
						☐ <b>Balance</b> X∆ [agile, tumble]	DEX					
						☐ <b>Bluff</b> U× [persuasive]	CHA					
						☐ <b>Climb</b> X∆ [athletic, use rope]	STR					
						☐ <b>Concentration</b> × [combat casting]	CON					
						□ • Craft ()	INT					
						□ • Craft ()	INT					
	DIET	Y &	DOI	MAINS		□ • Craft ()	INT					
Diety:						☐ • Decipher Script [diligent]	INT					
-						☐ <b>Diplomacy</b> [negotiator, bluff, sense motive]	CHA					
Domain:						☐ • <b>Disable Device</b> ∪X [nimble fingers]	INT					
Power:						☐ <b>Disguise</b> ∪ [Bluff]	CHA					
						☐ Escape Artist UXA [agile,use rope]	DEX					
						☐ <b>Forgery</b> ∪ [deceitful]	INT					
Domain:						☐ Gather Information ○ [investigator]	CHA					
Power:						☐ • Handle Animal ⊖ [animal affinity]	CHA					
						☐ <b>Heal</b> X [self sufficient]	WIS					
						☐ <b>Hide</b> X⚠ [stealthy]	DEX					
D i						☐ <b>Intimidate</b> × [persuasive, bluff]	CHA					
Domain:						☐ Jump XA [run, acrobatic, tumble]	STR					
Power:						☐ • Knowledge ( Arcana )	INT					
						☐ • <b>Knowledge</b> ( Architecture & Engineering )	INT					
						□ • <b>Knowledge</b> ( Dungeoneering )	INT					
	614		201	NEC		□ • <b>Knowledge</b> ( Geography )	INT					
	SK.	117	,01	NTS		☐ • Knowledge ( History )	INT					
Max ranks	s in class s	kill:				□ • Knowledge ( Local )	INT					
Max ranks	s in cross-c	lass s	kill:			□ • Knowledge ( Nature ) [survival]	INT					
Total skill	points:			<u> </u>		☐ • Knowledge ( Nobility & Royalty )	INT					
						- • Knowledge ( Religion )	INT					
						- Knowledge ( The Planes )	INT					<u> </u>
						☐ <b>Listen</b> UX [alertness]	WIS					
	М	OVE	ME	NT		☐ Move Silently XA [stealthy]	DEX					
Page case					6.5	Open Lock [nimble fingers]	DEX					
Base spee				m.	sq.	□ Perform ∪ ()	CHA					<u> </u>
Fly (		):		m.	sq.	Profession ()	WIS					
Other:				m.	sq.	□ • Profession ()	WIS					
	m/round	m/m	in.	Km/hou	ır Km/8 h.	• Profession ()	WIS					
Walk						☐ Ride × [handle animal, animal affinity]	DEX					
Fast					х	Search	INT					
Run (x3)				х	х	Sense Motive [negotiator]	WIS					
Run (x4)				x	х	□ • Sleight of hand ×∆ [deft hands, bluff]	DEX					
rtan (x i)					Α	- Speak language	TN:T					
		NO	TES			• Spellcraft × [magical aptitude, k. arcana]	INT					
						☐ Spot UX [alertness]	WIS					
						☐ Survival [self sufficient]	WIS					
						Swim OXA [agile]	STR					
						□ • Tumble ⚠ [jump]	DEX					
						□ • Use Magic Device ○X [spellcraft, decipher scripts]	CHA					
						☐ Use Rope [escape artist]	DEX					
<del>                                     </del>												
						<u> </u>						
									ombat 🛆	= armor	penalty	,

EQUIPMENT					MAGIC ITEMS ON CHARACTER					
Item name	Q.ty	Weight	Location	Location	Ite	em	Magic E	ffect	Worth	
Carried (Use side for Worn Items):				Head						
				Eyes						
				Ears						
				Neck						
				Cloak						
				Vest						
				Bracers						
				Gloves						
				Ring						
In backpack/pouch:				Ring						
				Belt						
				Boots						
					MOI	JEV ON	CLIADAG	TED		
					MOI	NEY ON	CHARAC	IEK		
				Platinum:						
				Gold: Silver:						
				Copper						
				Соррег						
				Total Woig	ht (10ar/ (	)2lb per coi	n).			
				Total Weig	int (10gr/.t	ozio per coi	11):			
				M	ONEY LI	EFT ELS	WHERE	/ LOAN	IS	
Potions:				Amoun	t	L	ocation / P	erson		
						GE	MS			
						OL.	115			
Elsewhere:										
						LO	AD			
					Carrying	Max Dex	Armor	Run	Modified	
					Capacity	Bonus	Penalty		Speed	
Money:				Light	0	None	No	X4	base	
Rations:                 (spoil in 5 days)				Medium		3	-3	x4		
Total weight on cha				Heavy	<u> </u>	1	-6	x3		
Backpack total capacity & volume: _			dm^3	Armor & S Penalty (u						
W= worn, B= backpack, P=pouch,	_ =			Lift over		Lift from		5 .		
Notes:  Version 0.5 of the translation of the amazing Dnd.	3 5 chaur -	tor shoot from	Dragonell siz	head	Kg	ground	Kg	Push	Kg	

	NOTEWORTHY PEOPLE AND PLACES							
PEOPLE/LOCATION NAME	LOCATION (where, which plane)	REASON						
		_						

NOTES / BAGS OF HOLDING

SPELI	S OF LEVEL:	(CLASS:	) CD	CD:	
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
PREPARED	Spell Name:		School:		
	Casting Time:	Range:	Duration:		
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:	
V S M F DF XP	Notes:		Source/ Page:		
CLOSE RANGE =	MED	IUM RANGE =	LONG RANGE =		
Notes:					

SPELI	S OF LEVEL:	(CLASS:	) CD	<b>A</b>
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:		School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
PREPARED	Spell Name:	_	School:	
	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
	G			
PREPARED	Spell Name:		School:	
COMPONENTS	Casting Time:	Range:	Duration:	
COMPONENTS	☐ Target ☐ Effect	☐ Area	S.T.:	S.R.:
V S M F DF XP	Notes:		Source/ Page:	
CLOSE RANGE =	MEC	DIUM RANGE =	LONG RANGE =	
Notes:				