CHARACTER DATA   (CREATION: ☐)

Name: Gender:

Location & day of birth:

Race: Alignment: /   Size:

Age: Height: Weight:
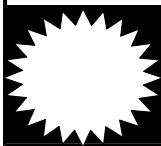
Skin: Hair: Eyes:

CLASSES & EXPERIENCE

Class (F=FAVORED)	LVL	HD	HP	F	TOTAL LEVEL
a					
b					EXP. POINTS:
c					
d					EXP. NEXT LEVEL:
e					
f					PENALTY: %

ABILITIES

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

HIT POINTS

TOTAL HP   CURRENT HP

NON LETHAL:

DAMAGE REDUCTION	SPELL RESISTANCE

ELEMENTAL RESISTANCE		

ARMOR CLASS

AC

TMP AC

TOUCH

FLAT FOOTED

=10+

ARMOR	SHIELD	DEX.	SIZE	NAT.

DEFL.	FORCE	OTHER	OTHER	TMP

NO NAT., ARMOR, SHIELD

NO DEX., DEFL.

ARCANE FAILURE: %   MAX DEX:

ARMOR PENALTY:

ARMOR IN USE:

SHIELD IN USE:

NOTES:

BASE ATTACK BONUS

CLASSES BAB.	BAB.	SIZE	STR.	MELEE
a	+	+	=	
b	+	+	=	
c		SIZE	DEX.	RANGED
d	+			
e		STR.	TWO WEAPON FIGHTING PENALTIES:	
f	=		PRIMARY:	
		GRAPPLE	SECONDARY:	

INITIATIVE

DEX.	FEAT	MAGIC	OTHER	TOTAL
+	+	+	=	

SAVING THROWS

	TOT. / TMP. TOT.		BASE	ABIL.	ITEM	MAGIC	OTH.	OTH.	TMP.
Fortitude (CON)		=							
Reflex (DEX)		=							
Will (WIS)		=							

NOTES:

WEAPONS & COMBAT

Weapon Name	Total attack bonus	+TMP.	BAB +	Other	Damage	+TMP. DAMAGE	Critical	Range	Size	Type
							X			
							X			
							X			
							X			
							X			
							X			
							X			

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☐☐☐☐☐☐☐☐☐10 ☐☐☐☐☐☐☐☐☐20☐☐☐☐☐☐☐☐☐30☐☐☐☐☐☐☐☐☐40☐☐☐☐☐☐☐☐☐50   ☐☐☐☐☐☐☐☐☐☐ 10

☐☐☐☐☐☐☐☐☐10 ☐☐☐☐☐☐☐☐☐20☐☐☐☐☐☐☐☐☐30☐☐☐☐☐☐☐☐☐40☐☐☐☐☐☐☐☐☐50   ☐☐☐☐☐☐☐☐☐☐ 10

RACIAL TRAITS

WEAPON & ARMOR PROFICIENCY

Simple Weapons	☐ Martial weapons	☐ Exotic	
Light Armors	☐ Medium Armors	☐ Heavy Armors	☐
Light Shields	☐ Heavy Shields	☐ Tower Shields	☐
Other			

CLASS FEATURES

LVL	Name and Description

SPELLS

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

SPELL SLOTS

LVL	1	2	3	4	5	6	7	8	9	10
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Notes:

FEATS

LVL	Name and Description

Version 0.5 of the translation of the amazing Dnd 3.5 character sheet from

Dragons'Lair (Udine) by Squera. Contact at squer4@gmail.com

KNOWN LANGUAGES

Language	Alphabet

DIETY & DOMAINS

Diety:

Domain:

Power:

Domain:

Power:

Domain:

Power:

SKILL POINTS

Max ranks in class skill:	
Max ranks in cross-class skill:	
Total skill points:	

MOVEMENT

Base speed:		m.	sq.
Fly ( ):		m.	sq.
Other:		m.	sq.

	m/round	m/min.	Km/hour	Km/8 h.
Walk				
Fast				X
Run (x3)			X	X
Run (x4)			X	X

NOTES

SKILLS

	Skill Name	Ability	TOT	Ranks	Abil.	Oth	Oth
☐	**Appraise** [craft, diligent]	INT					
☐	**Balance** ✕△ [agile, tumble]	DEX					
☐	**Bluff** ↻✕ [persuasive]	CHA					
☐	**Climb** ✕△ [athletic, use rope]	STR					
☐	**Concentration** ✕ [combat casting]	CON					
☐	• **Craft** (_____)	INT					
☐	• **Craft** (_____)	INT					
☐	• **Craft** (_____)	INT					
☐	• **Decipher Script** [diligent]	INT					
☐	**Diplomacy** [negotiator, bluff, sense motive]	CHA					
☐	• **Disable Device** ↻✕ [nimble fingers]	INT					
☐	**Disguise** ↻ [Bluff]	CHA					
☐	**Escape Artist** ↻✕△ [agile,use rope]	DEX					
☐	**Forgery** ↻ [deceitful]	INT					
☐	**Gather Information** ↻ [investigator]	CHA					
☐	• **Handle Animal** ↻ [animal affinity]	CHA					
☐	**Heal** ✕ [self sufficient]	WIS					
☐	**Hide** ✕△ [stealthy]	DEX					
☐	**Intimidate** ✕ [persuasive, bluff]	CHA					
☐	**Jump** ✕△ [run, acrobatic, tumble]	STR					
☐	• **Knowledge** (Arcana)	INT					
☐	• **Knowledge** (Architecture & Engineering)	INT					
☐	• **Knowledge** (Dungeoneering)	INT					
☐	• **Knowledge** (Geography)	INT					
☐	• **Knowledge** (History)	INT					
☐	• **Knowledge** (Local)	INT					
☐	• **Knowledge** (Nature) [survival]	INT					
☐	• **Knowledge** (Nobility & Royalty)	INT					
☐	• **Knowledge** (Religion)	INT					
☐	• **Knowledge** (The Planes)	INT					
☐	**Listen** ↻✕ [alertness]	WIS					
☐	**Move Silently** ✕△ [stealthy]	DEX					
☐	• **Open Lock** [nimble fingers]	DEX					
☐	**Perform** ↻ (_____)	CHA					
☐	• **Profession** (_____)	WIS					
☐	• **Profession** (_____)	WIS					
☐	• **Profession** (_____)	WIS					
☐	**Ride** ✕ [handle animal, animal affinity]	DEX					
☐	**Search**	INT					
☐	**Sense Motive** [negotiator]	WIS					
☐	• **Sleight of hand** ✕△ [deft hands, bluff]	DEX					
☐	• **Speak language**						
☐	• **Spellcraft** ✕ [magical aptitude, k. arcana]	INT					
☐	**Spot** ↻✕ [alertness]	WIS					
☐	**Survival** [self sufficient]	WIS					
☐	**Swim** ↻✕△ [agile]	STR					
☐	• **Tumble** △ [jump]	DEX					
☐	• **Use Magic Device** ↻✕ [spellcraft, decipher scripts]	CHA					
☐	**Use Rope** [escape artist]	DEX					
☐	_____	____					
☐	_____	____					

☐ • = requires training   ↻ = usable consequently   ✕ = usable in combat   △ = armor penalty
[X] = synergy: 5 ranks in ability named X (or the feat) give a +2

EQUIPMENT

Item name	Q.ty	Weight	Location
Carried (Use side for Worn Items):			
In backpack/pouch:			
Potions:			
Elsewhere:			
Money:			
Rations: ☐☐☐☐☐☐☐ (spoil in 5 days)			
Total weight on character:			

Backpack total capacity & volume: _____Kg _____ dm^3

W= worn, B= backpack, P=pouch, ___ = _____

Notes:

MAGIC ITEMS ON CHARACTER

Location	Item	Magic Effect	Worth
Head			
Eyes			
Ears			
Neck			
Cloak			
Vest			
Bracers			
Gloves			
Ring			
Ring			
Belt			
Boots			

MONEY ON CHARACTER

Platinum:	
Gold:	
Silver:	
Copper	

Total Weight (10gr/.02lb per coin):

MONEY LEFT ELSEWHERE / LOANS

Amount	Location / Person

GEMS

LOAD

	Carrying Capacity	Max Dex Bonus	Armor Penalty	Run	Modified Speed
Light	0	None	No	X4	base
Medium		3	-3	x4	
Heavy		1	-6	x3	
Armor & Shield Penalty (use worst)					
Lift over head	Kg	Lift from ground	Kg	Push	Kg

NOTEWORTHY PEOPLE AND PLACES

PEOPLE/LOCATION NAME	LOCATION (where, which plane)	REASON

NOTES / BAGS OF HOLDING

SPELLS OF LEVEL:	(CLASS:	)	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 =	MEDIUM RANGE =	LONG RANGE =

Notes:

SPELLS OF LEVEL: ___ (CLASS: ___) 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 =   MEDIUM RANGE =   LONG RANGE =

Notes: