

[illegible]

**ARMOUR CLASS**  
OH! TO HAVE A SET OF +5 FULL PLATE ... \*DROOLS\*....

## HEALTH & DAMAGE

THE STUFF THAT SHOWS HOW WELL YOU ARE AT GETTING HIT

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**SAVING THROWS**  
LET'S JUST HOPE YOU WON'T HAVE TO BE USING THESE . . .

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## INITIATIVE & SPEED

JACK BE NIMBLE, JACK BE QUICK, 'BOOTS OF ESCAPING' ARE REALLY SLICK

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## NOTABLE COMBAT MODS

YOU JUST NEVER KNOW WHAT MIGHT COME UP . . .

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## ALL THOSE LOVELY THINGS YOU CAN USE TO WOUND, MAIM AND KILL

## ARMOUR

STILL PRAYING FOR THAT ++ FULL PLATE ...

## STILL PRAYING FOR THAT +5 FULL PLATE...

| ARMOUR WORN |  | AC BONUS | AC CHECK MOD | SPEED MOD | MAX DEX | HARDNESS/HP | DAMAGE | SPELL FAIL % |
|-------------|--|----------|--------------|-----------|---------|-------------|--------|--------------|
|             |  |          |              |           |         |             |        |              |
| SHIELD WORN |  | AC BONUS | AC CHECK MOD |           |         | HARDNESS/HP | DAMAGE | SPELL FAIL % |
|             |  |          |              |           |         |             |        |              |

SPILLS

YOU DO REALISE THESE WON'T HELP YOU GET A DATE, RIGHT? RIGHT?

| Level | SPILLS KNOWN | BONUS SPILLS | SPILLS PER DAY | BONUS SPILLS | SPELL SAVE DC |
|-------|--------------|--------------|----------------|--------------|---------------|
| 0     |              |              |                |              |               |
| 1     |              |              |                |              |               |
| 2     |              |              |                |              |               |
| 3     |              |              |                |              |               |
| 4     |              |              |                |              |               |
| 5     |              |              |                |              |               |
| 6     |              |              |                |              |               |
| 7     |              |              |                |              |               |
| 8     |              |              |                |              |               |
| 9     |              |              |                |              |               |

FIRST DOMAIN / SPECIALTY SCHOOL

SECOND DOMAIN / PROHIBITED SCHOOL(S)

ARCANE SPELL FAILURE

SPELL RESISTANCE

NOTABLE SPELLCASTING MODS

DAMN THOSE FEEBLEMIND SPELLS!

TURNING AND REBUKING UNDEAD

FOR THOSE OF US WHO HAVE SKELETONS IN THEIR CASTLE

Turning Attempts Per Day

TOTAL = + CHA

Turning Check

1D20

TOTAL = +CLERIC LEVEL+ CHA

Turning Damage

2D6

| TURNING CHECK RESULT | MOST POWERFUL UNDEAD AFFECTED (MAXIMUM HIT DICE) |
|----------------------|--|
| 0 OR LOWER           | CLERIC'S LEVEL -4                                |
| 1-3                  | CLERIC'S LEVEL -3                                |
| 4-6                  | CLERIC'S LEVEL -2                                |
| 7-9                  | CLERIC'S LEVEL -1                                |
| 10-12                | CLERIC'S LEVEL                                   |
| 13-15                | CLERIC'S LEVEL +1                                |
| 16-18                | CLERIC'S LEVEL +2                                |
| 19-21                | CLERIC'S LEVEL +3                                |
| 22 OR HIGHER         | CLERIC'S LEVEL +4                                |

SONGBOOK / PRAYER BOOK / SPELLBOOK

BE YOU PRIEST, MAGE OR BARD, THESE'LL COME IN HANDY

INVENTORY
ALL THAT FUN STUFF YOU KEEP FOR "JUST THE RIGHT OCCASION"

Item COST WEIGHT QUANTITY TOTAL COST TOTAL WEIGHT

Table with 6 columns: Item, COST, WEIGHT, QUANTITY, TOTAL COST, TOTAL WEIGHT. It contains 30 empty rows for inventory tracking.

LANGUAGES
WATCH YOUR P'S AND Q'S

- Common languages: COMMON, SERUSAN, UNDERCOMMON, BEHOLDER, DRACONIC, DWARVEN, ELVEN, ELVEN (DROW), ELVEN (DROW SIGN), GIANT, GNOLL, GNOME, GOBLIN, HALFLING, KUO-TOAN, ORC, SARRUKHAR, SYLVAN, WEMIC, YUAN-TI.
Other languages: AGLARONDAN, ALZHEDO, CHESSENTAN, CHONDATHAN, CHULTAN, DAMARAN, DAMBRATHAN, DURPARI, HALRUAAN, ILLUSKAN, LANTANESE, MIDANI, MULHORANDI, MULHORANDI (THAYAN), NEXALAN, RASHEMI, SHAAARAN, SHOU, TASHALAN, TUIGAN, TURMIC, ULUIK, UNTHERIC, ARAGRAKH, HULGORKYN, LOROSS, NETHERESE, ROUSHOUM, SELDRUIN, THORASS.

Character Sheet
v3

Credits:
-Axiem for the original format of this sheet,
-Brian for feedback,
-and our brave playtesters.

Version 3 current as of
May 14th 2006.

PROFICIENCIES
FOR THOSE WITH A VIOLENCE FETISH

- Basic Weapons: BASIC WEAPONS, AXES, BOWS, CLUBS AND MACES, CROSSBOWS, ENTANGLING WEAPONS\*\*, FLAILS AND CHAINS, HAMMERS, HEAVY BLADES, LIGHT BLADES, MONK WEAPONS, PICKS, POLEARMS, PUNCHING AND SHIELDS, SPEARS, THROWING SPEARS.
Light Armours: LIGHT ARMOURS, MEDIUM ARMOURS, HEAVY ARMOURS.
Light Shields: LIGHT SHIELDS, HEAVY SHIELDS, TOWER SHIELDS.
\*\*YOU MUST USE TWO OF YOUR PROFICIENCY "SLOTS" TO USE ENTANGLING WEAPONS.

MONEY & SHINEY THINGS
YOUR HARD EARNED (OR EASILY STOLEN) COIN. AND JOOLS!!!

Form with two columns: PP (Purse Pieces), GP (Gold Pieces), SP (Silver Pieces), CP (Copper Pieces) on the left; Jewels on the right.

CARRYING CAPACITY
HOW MUCH LOOT YOU CAN CARRY ON YOUR SCRAWNY HIDE

Form with three columns: Light Load, Medium Load, Heavy Load. Below each column are boxes for Lift Over Head (EQUALS MAX LOAD), Lift Off Ground (2X MAX LOAD), and Push Or Drag (5X MAX LOAD).