

EQUIPPED
OFF HAND

EQUIPPED

WEAPONS & AMMUNITION

PHB
112-122, 160

WEAPON		MODIFIED ATTACKS				ATTACK BONUS	FINESSE	DAMAGE	CRITICAL	RANGE/REACH (FT.)	RANGED	TYPE *	ENCUMBER. CATEGORY	2-HAND	SIZE CATEGORY	WEIGHT (LBS.)
		1ST	2ND	3RD	4TH											
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
<input type="checkbox"/>	<input type="checkbox"/>	/	/	/		<input type="checkbox"/>					<input type="checkbox"/>			<input type="checkbox"/>		
UNARMED STRIKE		/	/	/		<input type="checkbox"/>										DEALS LETHAL DAMAGE <input type="checkbox"/>

AMMUNITION	ATTACK BONUS	DAMAGE	TOTAL QUANTITY	QUANTITY USED	WEIGHT EACH (LBS.)
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

NOTES


* IF A WEAPON IS OF TWO TYPES; ALL DAMAGE IT DEALS IS OF BOTH TYPES.

PHB
162-164

MODIFIED SPEED	TOTAL SPEED	BASE SPEED	CLASS MOD.	MAGIC	MISC.	TEMP.
DWARVEN MOVEMENT <input type="checkbox"/>						
MODE	MULTIPLIER	ONE ROUND - TACTICAL (RT)	ONE MINUTE - TACTICAL (FT)	ONE HOUR - OVERLAND (MILES)	ONE DAY - OVERLAND (MILES)	
WALK (NORMAL)	x 1					
HUSTLE *	x 2					
RUN *	x 3					
RUN *						

ALL SPEEDS ARE IN FEET PER ROUND UNLESS OTHERWISE NOTED.
*** REQUIRES A FULL-ROUND ACTION.**

PHB
161-162

QUADRUPED 					
LOAD	CARRIED WEIGHT RANGE (LBS.)	CHECK PENALTY	MAX. DEX.	SPEED (FT./RD.)	MAX. RUN
LIGHT	0 -	NORMAL			
MEDIUM	-	-3	+3		
HEAVY	-	-6	+1		

ACTION	CAPACITY	WEIGHT (LBS.)	SPEED (FT./RD.)	MAX. RUN
LIFT OFF GROUND	2× MAX.		5 *	5 *
PUSH OR DRAG	5× MAX.		5 *	5 *

* MOVEMENT REQUIRES A FULL-ROUND ACTION.

PHB
82[illegible]

PHB
CH. 2, 3 & 5

Preliminary, Draft, not for production

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PROFICIENCIES
PHB
Ch. 5

ARMOR (LIGHT)	<input type="checkbox"/>		<input type="checkbox"/>
ARMOR (MEDIUM)	<input type="checkbox"/>		<input type="checkbox"/>
ARMOR (HEAVY)	<input type="checkbox"/>		<input type="checkbox"/>
SHIELD	<input type="checkbox"/>		<input type="checkbox"/>
TOWER SHIELD	<input type="checkbox"/>		<input type="checkbox"/>
SIMPLE WEAPONS	<input type="checkbox"/>		<input type="checkbox"/>
MARTIAL WEAPONS	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

TURN UNDEAD
PHB
159-160



TIMES PER DAY	CHA. MOD.	TURN CHECK MODIFIER	CHA. MOD.
<input style="width: 30px; height: 30px;" type="text"/> 3+	<input style="width: 30px; height: 30px;" type="text"/> MISC. TEMP.	<input style="width: 30px; height: 30px;" type="text"/> MODIFIER	<input style="width: 30px; height: 30px;" type="text"/> MISC. TEMP.
TURNING CHECK RESULT	MOST POWERFUL UNDEAD AFFECTED (MAXIMUM HIT DICE)		
0 OR LOWER	CLERIC LEVEL - 4		
1 – 3	CLERIC LEVEL - 3		
4 – 6	CLERIC LEVEL - 2		
7 – 9	CLERIC LEVEL - 1		
10 – 12	CLERIC LEVEL		
13 – 15	CLERIC LEVEL + 1		
16 – 18	CLERIC LEVEL + 2		
19 – 21	CLERIC LEVEL + 3		
22 OR HIGHER	CLERIC LEVEL + 4		

TOTAL HIT DICE OF UNDEAD AFFECTED	CHA. MOD.	MISC.	TEMP.
<input style="width: 40px; height: 30px;" type="text"/> + CLERIC LEVEL + <input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/> MOD.	<input style="width: 30px; height: 30px;" type="text"/> MISC.	<input style="width: 30px; height: 30px;" type="text"/> TEMP.

RECORD THE SOURCE BOOK AND PAGE FOR EASY REFERENCE.

CREATED BY: SHAWN S. ALTORIO PASUS@SSA-X2.COM WWW.SSA-X2.COM

PHB
Ch. 5[illegible]PHB
159-160

TIMES PER DAY		TURN CHECK MODIFIER		
		CHA. MOD.	MISC. TEMP.	
 3+	<div>CHA. MOD.</div> <div>MISC.</div> <div>TEMP.</div>		<div>CHA. MOD.</div> <div>MISC.</div> <div>TEMP.</div>	
TURNING CHECK RESULT		MOST POWERFUL UNDEAD AFFECTED (MAXIMUM HIT DICE)		
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10 - 12	CLERIC LEVEL			
13 - 15	CLERIC LEVEL + 1			
16 - 18	CLERIC LEVEL + 2			
19 - 21	CLERIC LEVEL + 3			
22 OR HIGHER	CLERIC LEVEL + 4			
TOTAL HIT DICE OF UNDEAD AFFECTED		CHA. MOD.	MISC.	TEMP.
<div></div> + CLERIC LEVEL + <div></div>				

A PALADIN'S EFFECTIVE CLERIC LEVEL IS EQUAL TO HIS PALADIN LEVEL - 3.

PHB
CH. 7[illegible]

ALL WEIGHTS ARE IN POUNDS UNLESS OTHERWISE NOTED.

PHB
112

	CARRIED	WEIGHT (LBS.)	BANKED
CP (COPPER)			
SP (SILVER)			
GP (GOLD)			
PP (PLATINUM)			

OTHER VALUABLES	QUANTITY	WEIGHT EACH (LBS.)	ESTIMATED VALUE EACH (GP)

ESTIMATED NET WEALTH (GP)	
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CARRIED LOAD

CARRIED EQUIPMENT TOTAL WEIGHT	
ARMOR, WEAPONS & AMMUNITION TOTAL WEIGHT *	
WEALTH TOTAL WEIGHT	
TOTAL CARRIED LOAD	

* ARMOR, WEAPONS AND AMMUNITION ARE LISTED ON PAGE 1 IN THEIR RESPECTIVE SECTIONS.

ITEM DETAILS

Preliminary, Draft, not for distribution

STORED EQUIPMENT

[illegible]

PHB
CH. 10

* ONLY APPLIES TO CLASSES WHICH DON'T HAVE TO PREPARE SPELLS AHEAD OF TIME.

PHB
CH. 10 & 11

¹ CLOSE = 25 FT. + 5 FT./2 CASTER LEVELS MEDIUM = 100 FT. + 10 FT./CASTER LEVEL LONG = 400 FT. + 40 FT./CASTER LEVEL
* EFFECT IS CENTERED ON YOU. – FOUND IN 'AIM' † TIME LIMITED. – FOUND IN 'DURATION' ~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED. – FOUND IN 'DURATION'

XPH
CH. 4

POWER DC KEY ABILITY POWER DC MOD. 10+ ABILITY MOD. MISC. TEMP.

POWER SAVE DC	POWER DC KEY ABILITY	POWER DC MOD.	10+	ABILITY MOD.	MISC.	TEMP.
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POWER LEVEL	POWER SAVE DC	POWER POINT COST	POWERS KNOWN
1 ST		1	
2 ND		3	
3 RD		5	
4 TH		7	
5 TH		9	

POWER LEVEL	POWER SAVE DC	POWER POINT COST	POWERS KNOWN
6 TH		11	
7 TH		13	
8 TH		15	
9 TH		17	

POWER LEVEL	POWER SAVE DC	POWER POINT COST	POWERS KNOWN
1 ST		1	
2 ND		3	
3 RD		5	
4 TH		7	
5 TH		9	

POWER LEVEL	POWER SAVE DC	POWER POINT COST	POWERS KNOWN
6 TH		11	
7 TH		13	
8 TH		15	
9 TH		17	

PSIONICS NOTES

XPH
CH. 4 & 5[illegible]

~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED. — FOUND IN 'DURATION'

PHE
CH. 10 & 11

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SPELL LEVEL

SPELL

SCHOOL

COMP.

CASTING
TIMERANGE ¹AIM
(TARGET/AREA/EFFECT)

DURATION

SAVE

SPELL
RESISTANCE

DESCRIPTION

SOURCE
BOOK

PAGE

¹ CLOSE = 25 FT. + 5 FT./2 CASTER LEVELS

MEDIUM = 100 FT. + 10 FT./CASTER LEVEL

LONG = 400 FT. + 40 FT./CASTER LEVEL

² EFFECT IS CENTERED ON YOU. — FOUND IN 'AIM'[†] TIME LIMITED. — FOUND IN 'DURATION'

~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED. — FOUND IN 'DURATION'

<p>1 CLOSE = 25 FT. + 5 FT./2 CASTER LEVELS</p> <p>2 EFFECT IS CENTERED ON YOU. – FOUND IN 'AIM'</p>	<p>MEDIUM = 100 FT. + 10 FT./CASTER LEVEL</p> <p>3 TIME LIMITED. – FOUND IN 'DURATION'</p>	<p>LONG = 400 FT. + 40 FT./CASTER LEVEL</p> <p>4 ~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED. – FOUND IN 'DURATION'</p>
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RECORD THE SOURCE BOOK AND PAGE FOR EASY REFERENCE.

PHYSICAL DESCRIPTION & PERSONALITY

PHB
110

CHARACTER PORTRAIT

BACKGROUND

PHB
110

NOTES

EXPERIENCE

PHB
22, 58-60

TOTAL EXPERIENCE

MULTICLASS PENALTY %

REQUIRED FOR NEXT LEVEL

YOU CANNOT SPEND SO MUCH EXPERIENCE ON A SPELL OR POWER THAT YOU LOSE A LEVEL.

CAMPAIGN

DATE CHARACTER CREATED

DATE LAST UPDATED

Preliminary, Draft, not for production use

Preliminary, Draft, not for production use

Preliminary, Draft, not for production use