



PHB  
162-164

MODIFIED (CURRENT) SPEED	TOTAL SPEED	BASE SPEED	CLASS MOD.	MISC.	TEMP.
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

DWARVEN  
MOVEMENT


☐

	MULTIPLIER	1 ROUND (FEET)	1 MINUTE (FEET)	1 HOUR (MILES)	1 DAY (MILES)
WALK (NORMAL)	×1	<div></div>	<div></div>	<div></div>	<div></div>
HUSTLE *	×2	<div></div>	<div></div>	<div></div>	<div></div>
RUN *	×3	<div></div>	<div></div>	<div></div>	<div></div>
RUN *		<div></div>	<div></div>	<div></div>	<div></div>

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

PHB  
161-162

QUADRUPED <input type="checkbox"/>		CARRIED WEIGHT RANGE (LBS.)	CHECK PENALTY	MAX. DEX.	SPEED (FT./RD.)	MAX. RUN
LIGHT	 -	NORMAL				
MEDIUM	-					
HEAVY	-					

	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.

## TOTAL CARRIED LOAD

WEIGHT OF WEAPONS & AMMUNITION (SEE PAGE 1)	
WEIGHT OF WORN CLOTHING AND EQUIPMENT (SEE PAGE 3)	
WEIGHT OF CARRIED EQUIPMENT (SEE PAGE 3)	
WEIGHT OF CARRIED WEALTH (SEE PAGE 3)	

## LANGUAGES

LITERATE	

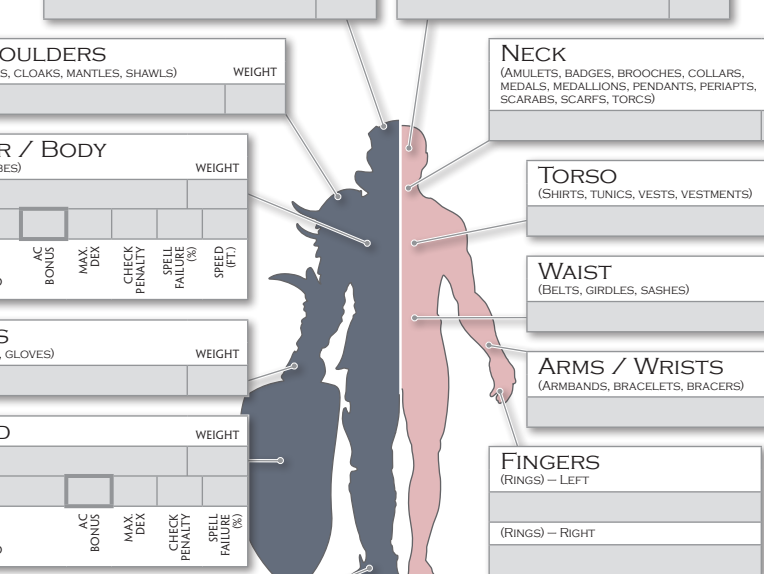
PHB  
CH. 2, 3 & 5

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PHB  
Ch. 5[illegible]PHB  
Ch. 5[illegible]

SSA-X2

## WORN CLOTHING AND EQUIPMENT



### HEAD

(CIRCLETS, CROWNS, HATS, HEADBANDS, HELMETS, PHYLACTERIES)

WEIGHT

### FACE / EYES

(GOGGLES, LENSES, MASKS, SPECTACLES, THIRD EYES)

WEIGHT

### SHOULDERS

(CAPES, CLOAKS, MANTLES, SHAWLS)

WEIGHT

### NECK

(AMULETS, BADGES, BROOCHES, COLLARS, MEDALS, MEDALLIONS, PENDANTS, PERIAPTS, SCARABS, SCARFS, TORCS)

WEIGHT

### ARMOR / BODY

(ARMOR, ROBES)

WEIGHT

TYPE	AC	BONUS	MAX DEX	CHECK PENALTY	SPELL FAILURE (%)	SPEED (FT.)
<input type="checkbox"/> EQUIPPED						

### TORSO

(SHIRTS, TUNICS, VESTS, VESTMENTS)

WEIGHT

### HANDS

(GAUNTLETS, GLOVES)

WEIGHT

### WAIST

(BELTS, GIRDLES, SASHES)

WEIGHT

### SHIELD

WEIGHT

### ARMS / WRISTS

(ARMBANDS, BRACELETS, BRACERS)

WEIGHT

### FEET

(BOOTS, SANDALS, SHOES, SLIPPERS)

WEIGHT

TYPE	AC	BONUS	MAX DEX	CHECK PENALTY	SPELL FAILURE (%)
<input type="checkbox"/> EQUIPPED					

### FINGERS

(RINGS) – LEFT

(RINGS) – RIGHT

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## ITEM DETAILS

[illegible]

## STORED EQUIPMENT

[illegible]

ALL WEIGHT VALUES ARE IN POUNDS (LBS.)

CARRIED EQUIPMENT PHB  
CH. 7

## CARRIED EQUIPMENT

[illegible]

WEALTH PHB 112

WEALTH PHB 112

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

VALUABLES	QUANTITY	ESTIMATED VALUE EACH (GP)	WEIGHT EACH
ESTIMATED NET WEALTH (GP)			

TOTAL CARRIED LOAD

# MAGIC

PHB  
CH. 10

MAGIC CLASS A

DOMAINS / SCHOOLS

PROHIBITED SCHOOLS

SPELL DC KEY ABILITY:  SPELL DC MOD:  ABILITY MOD:  MISC:  TEMP:

SPELL SAVE DC:  10+

SPELL LEVEL	SPELL SAVE DC	TOTAL SPELLS/DAY	QUANTITY CAST	CLASS SPELLS/DAY	BONUS SPELLS/DAY	MISC. SPELLS/DAY	DOMAIN/SCHOOL SPELLS/DAY	SPELLS KNOWN*
0								
1ST								
2ND								
3RD								
4TH								
5TH								
6TH								
7TH								
8TH								
9TH								
10TH								

MAGIC CLASS B

DOMAINS / SCHOOLS

PROHIBITED SCHOOLS

SPELL DC KEY ABILITY:  SPELL DC MOD:  ABILITY MOD:  MISC:  TEMP:

SPELL SAVE DC:  10+

SPELL LEVEL	SPELL SAVE DC	TOTAL SPELLS/DAY	QUANTITY CAST	CLASS SPELLS/DAY	BONUS SPELLS/DAY	MISC. SPELLS/DAY	DOMAIN/SCHOOL SPELLS/DAY	SPELLS KNOWN*
0								
1ST								
2ND								
3RD								
4TH								
5TH								
6TH								
7TH								
8TH								
9TH								
10TH								

\* ONLY APPLIES TO CLASSES WHICH AREN'T REQUIRED TO PREPARE SPELLS AHEAD OF TIME.

# TURN UNDEAD

PHB  
159-160

TIMES PER DAY:  3+  CHA. MOD:  MISC:  TEMP:

TURN CHECK MODIFIER:  CHA. MOD:  MISC:  TEMP:

TURNING CHECK RESULT:  MOST POWERFUL UNDEAD AFFECTED (MAXIMUM HIT DICE)\*:

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:  + CLERIC LEVEL +  CHA. MOD:  MISC:  TEMP:

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

# NOTES

# PSIONICS

XPH  
CH. 4

POWER POINTS PER DAY\*: MAX.  CURRENT  TEMP. MAX.

PSIONIC CLASS A

DISCIPLINE:

POWER DC KEY ABILITY:  POWER DC MOD:  ABILITY MOD:  MISC:  TEMP:

POWER SAVE DC:  10+

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

PSIONIC CLASS B

DISCIPLINE:

POWER DC KEY ABILITY:  POWER DC MOD:  ABILITY MOD:  MISC:  TEMP:

POWER SAVE DC:  10+

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

\* THE MAXIMUM NUMBER OF POWER POINTS YOU CAN SPEND ON A POWER IS EQUAL TO YOUR MANIFESTER LEVEL FOR THE POWER'S CLASS.

XPH  
CH. 4 & 5

<sup>†</sup> 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.  
<sup>‡</sup> CONCENTRATION DURATION IS LIMITED.      <sup>‡</sup> LASTS DURATION OR UNTIL DISCHARGED/TRIGGERED, WHICHEVER COMES FIRST.      ~ EFFECT LINGERS AFTER CONCENTRATION IS RELEASED.

## CHARACTER DESCRIPTION & PERSONALITY

HEIGHT	WEIGHT (LBS.)	SKIN COLOR	EYE COLOR	HAIR COLOR
PREF. HAND	AGE	BIRTHDATE	HOMETOWN	

## 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