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MAKE NOTE OF THE SOURCE BOOK AND PAGE FOR EASY REFERENCE.

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

☐ EQUIPPED

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE (%)

SPEED (FT.)

TORSO

(SHIRTS, TUNICS, VESTS, VESTMENTS)

WEIGHT

--	--

WAIST

(BELTS, GIRDLES, SASHES)

WEIGHT

--	--

ARMS / WRISTS

(ARMBANDS, BRACELETS, BRACERS)

WEIGHT

--	--

FINGERS

(RINGS) – LEFT

--

(RINGS) – RIGHT

--

HANDS

(GAUNTLETS, GLOVES)

WEIGHT

--	--

SHIELD

WEIGHT

--	--

TYPE

☐ EQUIPPED

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE (%)

FEET

(BOOTS, SANDALS, SHOES, SLIPPERS)

WEIGHT

--	--

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ITEM DETAILS

[illegible]

STORED EQUIPMENT

[illegible]

ALL WEIGHT VALUES ARE IN POUNDS (LBS.)

CARRIED EQUIPMENT PHB
CH. 7

CARRIED EQUIPMENT PHB
CH. 7

[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

ITEM DETAILS... CONT'D

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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

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

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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

