For D&D 3.5 Ed Created by	Character name Player name							Untrained Skills						Trained Skills										
Fabio Gruppioni gruppioni.f@libero	it Ra	се		С	lass	TRAC	SONS	Level	Alig	gnment			Class	Skill	Total	Rank	Ability	Misc	Class	Skill	Tota	l Rank	Ability	Misc
			Score		T	T			Hit Poi	nts			O	Appraise			INT		O	Craft			INT	
	Orig Score	Mod	Actual Score	Mod	Score	Mod	Max HP		Wounds				O	Balance			DEX		\mathbf{C}	Craft			INT	
Strength	STR												0	Bluff			СНА		0	Craft			INT	
Dexterity	DEX						Temp HF	HP					O	Climb			STR		0	Decipher Script	s		INT	
Constitution	CON								Non-lethal Wounds			Ō	Concentration			CON		O	Disable Device			INT		
Intelligence	INT						Damage	Reduction	ction			Ō	Diplomacy			СНА		Ō	Handle Animals			СНА		
Wisdom	WIS								1 I		Ō	Disguise			СНА		Ō	Knowledge	_		INT			
Charisma	СНА						Resistan	ices					Ō	Escape Artist ■			DEX		Ō	Knowledge			INT	
						Arm	nor Class						Ō	Forgery			INT		Ō	Knowledge			INT	
		H	Armor		Shield		ex Mod	Size	Natural	Misc	:	Temp	Ö	Gather Information			СНА		ð	Knowledge			INT	
	10 +				Arc	ane Spe	DEX						0	Heal			WIS		0	Open Lock			DEX	
Flat-foote	ed AC				Failu	re char		%	Maximu	m DEX bonu	IS		<u> </u>	Hide ■			DEX		$\frac{\bullet}{\circ}$	Perform			CHA	
Touch Atta	ick AC					Armor ck pena	alty		To be m	nissed chanc	e	%	$\frac{3}{0}$	Intimidate			CHA		0	Perform			CHA	-
Notes													$\frac{3}{2}$	Jump U			STR		0	Perform			CHA	
						Savir	ng Throw	/s						Listen			WIS		0	Profession			WIS	
		Total		Bas	se	Abil	ity Score	Magio		Misc		Temp		Move Silently ■			DEX		_				-	—
Reflex Fortitude							CON						\circ	Perform					$\frac{c}{c}$	Profession	_		WIS	—
Will						+	SAG				+		$\frac{1}{2}$				CHA		$\frac{1}{C}$	Sleight of Hand	•		DEX	
Magic				Not	es		0,10	<u>I</u>					\circ	Ride			DEX		$\frac{1}{c}$	Spellcraft			INT	<u> </u>
Resistance Combat							\circ	Search			INT		\circ	Tumble •			DEX							
Total		tal		Base Ability Score			e Si	ize	Misc	Misc Temp		\circ	Sense Motive			WIS		Use Magic Device		e		CHA		
Initiative						DEX							\circ	Spot			WIS		\circ					
Melee					_	STR DEX							\circ	Survival			WIS		\circ					<u> </u>
Ranged Grapple					_	STR							\circ	Swim U (x2)			STR		\circ					<u> </u>
Notes						, , , ,		<u> </u>					O	Use Rope			DEX		\circ					<u> </u>
Weapon				Attack			Damage		Critical		Range		0						0					
Weight	Size		Туре	bonus	Spe						. 3			Class Crossed Clas			eck pena	ilty	Max	Skill Rank: class, PG le				+ 3)/2
	SIZO		Турс	Attack	prope	erties	Damage		Critical		D			Feats, Class Abiliti Name		escripti				Feats, Class A		acial T Descript		
Weapon	L. T		_	bonus	Spe	ecial	Damage		Critical		Range			, tamo		0501.pt.				Tianno .		3030. ipi	.011	
Weight	Size		Гуре	Attack		erties																		
Weapon				bonus	Spe	cial	Damage		Critical		Range				Y									
Weight	Size		Туре			erties	_				1						1.0							
Arm	nor/Pr	otect	ive Obj	ect				Гуре	Arn	nor bonus	Max	DEX bonus				_								
Check penalty	Spe	ells failu	ure	Spe	ed	١	Weight		Specia	al propertie	S													
91.1	11.75								1								V							
Shi	eld/Pr	otecti	ive Obj	ect			Armo	or bonus	Che	eck penalty	Spe	ells failure												
Weight						I	Special	properties	L		1				177								1	
					1	Amn	nunitions																	
					Ħ								-			-	-4				Languages			
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Experience					Armor 8	& Weapo	n Profic	iencies			Character Informations						
Experience to Next Level			Armor & Weapon Proficiencies Weapons Armors							Name			Age Creation date				
Equipment						<u> </u>			O	Race	Sex Clas	SS		Alignment			
Item		Where	Weight	Martial	0	Medium				Height	Weight		Hair	Eyes			
			-	Exotic		0	Heavy			0	Place of birth	Weight		Date of birth	Lycs		
				Exotic		0	Shield			O				Date of biltin			
				Exotic		0				O	Divinity						
					M	lovemer	nts & Load	t			Description						
				Speed -	15 ft	□ 20 ft	□ 30 ft	□ 40 ft		_ ft							
				Load Ca	pacity	Max DEX	Penalty	Run	Spe	eed			V				
				Light		-	-	×4	-								
				Medium		+3	-3	x4			Background						
				Heavy		+1	-6	x3			backgi ouriu						
				Armor & S	hield per	nalty			•								
				Moveme		Tactical	Local	Hour	Da	21/							
				Walk	TC .	ractical	LOCAI	rioui	Di	ıy							
				Hustle									175	-			
				Run [x3	1												
	-			Run [x4			 	1	+								
				Lift		ift from		Push or	+								
				over head		ground		drag	<u></u>								
					Мо	nies & o	ther Fun	ds									
	Ì			Platinum													
				Gold													
				Silver							Spell Name	Level Page	Book	Spell Name	Level Page	Book	
											Range	Target		Range	Target		
				Copper							Casting time	S.T. S.R.		Casting time	S.T.	S.R.	
				Gems							Duration	Area		Duration	Area		
											Components	Memorized [00000000	Components	Memorized	00000000	
				Deposits							Notes			Notes			
									300		Spell Name	-	Book	Spell Name	Level Page	Book	
					Turr	or Reb	uke unde	eads			Range	Target		Range	Target		
				Che	ck =	1d2O	+ Charis	ma Modifi	ier		Casting time	S.T. S.R.		Casting time		S.R.	
				ResultO	1-3	4-6 7-9	10-1213	-1516-18	19-21	22+	Duration	Area		Duration	Area		
				Max HD Lev-	Lev-3 Le	ev-2 Lev-	1 Level Lev	v+1 Lev+2	Lev+3L	.ev+4	Components	Memorized (00000000	Components	Memorized	00000000	
				Influenced	CHA L	evel [Daily Tot	tal	CHA	Feat	Notes Spell Name	Level Page	Book	Notes Spell Name	Lovel Page	Book	
				HD 2d6 +	mod	_	empts	- 3 +	mod		Range	Target	BOOK	Range	Level Page Target	BOOK	
					God	Domaii	ns & Pow	ers			Casting time	S.T. S.R.		Casting time		S.R.	
				Divinity		,					Duration	Area	•	Duration	3.1. Area	5.K.	
				Domain							Components		00000000	Components	Memorized	00000000	
											Notes			Notes			
				Domain							Spell Name	Level Page	Book	Spell Name	Level Page	Book	
6.4											Range	Target		Range	Target		
A35 (2)						Sp	ells				Casting time	S.T. S.R.		Casting time		S.R.	
10		1		CD Level	Daily Bon	nus Knowr	n	Slots			Duration	Area		Duration	Area		
A FIRM				0	О)	1 2 3	4 5 6	7 8 9	9 10	Components	Memorized	00000000	Components	Memorized	00000000	
	1			1	12-	13	1 2 3	4 5 6	7 8 9	9 10	Notes			Notes			
and the second second				2	14-	-15	1 2 3	4 5 6	7 8 9	9 10	Spell Name	Level Page	Book	Spell Name	Level Page	Book	
	Tax			3	16-	17	1 2 3	4 5 6	7 8 9	9 10	Range	Target		Range	Target		
				4	18-	19	1 2 3	4 5 6	7 8 9	9 10	Casting time	S.T. S.R.		Casting time	S.T.	S.R.	
1000 (1000)				5	20-	-21	1 2 3	4 5 6	7 8 9	9 10	Duration	Area		Duration	Area		
- A - A - A - A - A - A - A - A - A - A	1.1.1.1			6	22-	23	1 2 3	4 5 6	7 8 9	9 10	Components	Memorized [00000000	Components	Memorized	00000000	
				7	24-	25	1 2 3	4 5 6	7 8 9	7 10	Notes			Notes			
	Sall R			8 9	26-	20	1 2 3	4 5 6	7 8 9	7 10	Spell Name	-	Book	Spell Name	Level Page	Book	
	Carrier (C)			9	28-	Speciali	izations	4 0 0	/ 8	7 10	Range	Target		Range	Target		
			_11=11			Speciali	120110115	1			Casting time	S.T. S.R.		Casting time		S.R.	
											Duration	Area		Duration	Area		
Total waight	iod						1	7			Components	Memorized	uuuuuu	Components	Memorized	00000000	
Total weight carr	ied										Notes			Notes			

Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized	Components	Memorized 000000	Components	Memorized 000000	Components	Memorized
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized	Components	Memorized 000000	Components	Memorized 000000	Components	Memorized 000000
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized 000000	Components	Memorized 000000	Components	Memorized 0000000	Components	Memorized 0000000
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized 000000	Components	Memorized 000000	Components	Memorized 000000	Components	Memorized 000000
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized	Components	Memorized	Components	Memorized 0000000	Components	Memorized
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized 0000000	Components	Memorized	Components	Memorized 000000	Components	Memorized
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
Components	Memorized 000000	Components	Memorized	Components	Memorized 000000	Components	Memorized 000000
Notes	Level Bere 2	Notes	Level Dev 2	Notes	Lavel Bar 2	Notes	Laurel Branch B
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area Memorized	Duration	Area Memorized	Duration	Area Memorized	Duration	Area Memorized
Components	Memorized 0000000	Components	iviemorized uuuuuuuu	Components	Memorized 000000	Components	iviemorized uuuuuuuuu
Notes Spell Name	Level Page Pook	Notes Spell Name	Level Page Pook	Notes Spell Name	Level Page Pook	Notes Spell Name	Level Page Book
Range	Level Page Book Target	Range	Level Page Book Target	Range	Level Page Book Target	Range	Level Page Book Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	S.T. S.R.	Duration	S.1. S.R.	Duration	S.1. S.R.
Components	Memorized	Components	Memorized	Components	Memorized	Components	Memorized
Notes		Notes		Notes		Notes	
Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book	Spell Name	Level Page Book
Range	Target	Range	Target	Range	Target	Range	Target
Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.	Casting time	S.T. S.R.
Duration	Area	Duration	Area	Duration	Area	Duration	Area
	Memorized DDDDDDDD	Components	Memorized DDDDDDD	Components	Memorized	Components	Memorized
Components Notes	Memorized	Components Notes	Memorized 000000	Components Notes	Memorized 000000	Components Notes	Memorized 0000000