

For D&D 3.5 Ed. Created by Fabio Gruppioni gruppioni.f@libero.it		Character name				Player name					
Race		Class		Level		Alignment					
Ability Scores						Hit Points					
	Orig Score	Orig Mod	Actual Score	Actual Mod	Temp Score	Temp Mod	Max HP	Wounds			
Strength	STR		STR								
Dexterity	DEX		DEX				Temp HP				
Constitution	CON		CON				RAGE/MAGIC	Non-lethal Wounds			
Intelligence	INT		INT				Damage Reduction				
Wisdom	WIS		WIS								
Charisma	CHA		CHA				Resistances				
Armor Class											
AC	= 10 +	Armor		Shield	Dex Mod	Size	Natural	Misc	Temp		
					DEX						
Flat-footed AC				Arcane Spells Failure chance		%	Maximum DEX bonus				
Touch Attack AC				Armor Check penalty			To be missed chance		%		
Notes											
Saving Throws											
	Total	Base		Ability Score		Magic	Misc	Temp			
Reflex	DEX			DEX							
Fortitude	CON			CON							
Will	WIS			WIS							
Magic Resistance		Notes									
Combat											
	Total	Base		Ability Score		Size	Magic	Misc	Temp		
Initiative	DEX	0		DEX							
Melee	STR			STR							
Ranged	DEX			DEX							
Grapple	STR			STR							
Notes											
Weapon				Attack bonus		Damage		Critical		Range	
Weight	Size		Type		Special properties						
Weapon				Attack bonus		Damage		Critical		Range	
Weight	Size		Type		Special properties						
Weapon				Attack bonus		Damage		Critical		Range	
Weight	Size		Type		Special properties						
Armor/Protective Object					Type			Armor bonus	Max DEX bonus		
Check penalty	Spells failure		Speed		Weight		Special properties				
Shield/Protective Object					Armor bonus			Check penalty	Spells failure		
Weight		Special properties									
Ammunitions											

Experience			Armor & Weapon Proficiencies												
Experience to Next Level			Weapons						Armors						
Equipment			Simple			<input type="radio"/>			Light			<input type="radio"/>			
			Martial			<input type="radio"/>			Medium			<input type="radio"/>			
			Exotic			<input type="radio"/>			Heavy			<input type="radio"/>			
			Exotic			<input type="radio"/>			Shield			<input type="radio"/>			
			Exotic			<input type="radio"/>						<input type="radio"/>			
Item			Where			Weight			Movements & Load						
			Speed			<input type="checkbox"/> 15 ft		<input type="checkbox"/> 20 ft		<input type="checkbox"/> 30 ft		<input type="checkbox"/> 40 ft		<input type="checkbox"/> _ ft	
			Load		Capacity		Max DEX		Penalty		Run		Speed		
			Light				-		-		x4		-		
			Medium				+3		-3		x4				
			Heavy				+1		-6		x3				
			Armor & Shield penalty												
			Movement			Tactical			Local			Hour		Day	
			Walk												
			Hustle												
			Run [x3]												
			Run [x4]												
			Lift over head				Lift from ground				Push or drag				
			Monies & other Funds												
			Platinum												
Gold															
Silver															
Copper															
Gems															
Deposits															
Turn or Rebuke undead															
Check = 1d20 + Charisma Modifier															
Result		..0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+					
Max HD		Lev-4	Lev-3	Lev-2	Lev-1	Level	Lev+1	Lev+2	Lev+3	Lev+4					
Influenced HD		2d6 +	CHA mod	Level	Daily Attempts		Total	= 3 +		CHA mod	Feat				
God, Domains & Powers															
Divinity															
Domain															
Domain															
Spells															
CD	Level	Daily	Bonus	Known	Slots										
	0		0		1	2	3	4	5	6	7	8	9	10	
	1		12-13		1	2	3	4	5	6	7	8	9	10	
	2		14-15		1	2	3	4	5	6	7	8	9	10	
	3		16-17		1	2	3	4	5	6	7	8	9	10	
	4		18-19		1	2	3	4	5	6	7	8	9	10	
	5		20-21		1	2	3	4	5	6	7	8	9	10	
	6		22-23		1	2	3	4	5	6	7	8	9	10	
	7		24-25		1	2	3	4	5	6	7	8	9	10	
	8		26-27		1	2	3	4	5	6	7	8	9	10	
	9		28-29		1	2	3	4	5	6	7	8	9	10	
Specializations															
Total weight carried															

