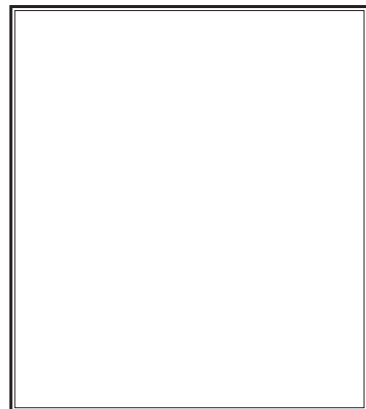


CHARACTER NAME \_\_\_\_\_ RACE / SUBTYPE \_\_\_\_\_  
 AGE / BIRTHDAY \_\_\_\_\_ GENDER \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_ PATRON / DEITY \_\_\_\_\_  
 LANGUAGES (INITIAL LANGUAGES: AUTOMATIC + HOME REGION + ONE PER INT MODIFIER)

HEIGHT / SIZE \_\_\_\_\_  
 WEIGHT \_\_\_\_\_  
 SKIN \_\_\_\_\_  
 EYES \_\_\_\_\_



STR STRENGTH	ABILITY SCORE	ABILITY MODIFIER	=	BASE SCORE	+	LEVEL ADV.	+	MAG. ENH.	-	DMG./DRAIN		EXPERIENCE POINTS	PENALTY
DEX DEXTERITY			=		+		+		-			TOTAL HIT POINTS	
CON CONSTITUTION			=		+		+		-			TEMP. HIT POINTS	
INT INTELLIGENCE			=		+		+		-			MASSIVE DAMAGE	
WIS WISDOM			=		+		+		-			HEALING RATE	
CHA CHARISMA			=		+		+		-			CURRENT HITPOINTS NONLETHAL DAMAGE	

1. MODIFIERS, 2. RACIAL & AGING, 3. DRAIN & DAMAGE

HAIR \_\_\_\_\_

CLASS	HIT	DIE	LEVEL
1			
2			
3			

LEVEL ADJUSTMENT \_\_\_\_\_  
 EFFECTIVE CHARACTER LEVEL \_\_\_\_\_

## SKILLS

MAX. RANKS LVL+3  
 CROSSCLASS: RANKS/2

	MODIFIER	TOTAL	ABILITY	RANKS	FEATS & RACIAL	ITEMS & MISC.
○○○APPRAISE ■	INT					
○○○AUTOHYPNOSIS	WIS					
○○○BALANCE* ■	- DEX					
○○○BLUFF ■	CHA					
○○○CLIMB* ■	- STR					
○○○CONCENTRATION ■	CON					
○○○CRAFT ■ ( )	INT					
○○○CRAFT ■ ( )	INT					
○○○DECIPHER SCRIPT	INT					
○○○DIPLOMACY ■	CHA					
○○○DISABLE DEVICE	INT					
○○○DISGUISE ■	CHA					
○○○ESCAPE ARTIST* ■	- DEX					
○○○FORGERY ■	INT					
○○○GATHER INFORMATION ■	CHA					
○○○HANDLE ANIMAL	CHA					
○○○HEAL ■	WIS					
○○○HIDE* ■	- DEX					
○○○INTIMIDATE ■	CHA					
○○○JUMP* ■	- STR					
○○○KNOWLEDGE ( )	INT					
○○○KNOWLEDGE ( )	INT					
○○○KNOWLEDGE ( )	INT					
○○○KNOWLEDGE ( )	INT					
○○○KNOWLEDGE ( )	INT					
○○○LISTEN ■	WIS					
○○○MOVE SILENTLY* ■	- DEX					
○○○OPEN LOCK	DEX					
○○○PERFORM ( )	CHA					
○○○PERFORM ( )	CHA					
○○○PROFESSION ( )	WIS					
○○○PSICRAFT	INT					
○○○RIDE ■	DEX					
○○○SEARCH ■	INT					
○○○SENSE MOTIVE ■	WIS					
○○○SLEIGHT OF HAND* ■	- DEX					
○○○SPEAK LANGUAGE	INT					
○○○SPELLCRAFT	INT					
○○○SPOT ■	WIS					
○○○SURVIVAL ■	WIS					
○○○SWIM* ■	2x - STR					
○○○TUMBLE*	- DEX					
○○○USE MAGIC DEVICE	CHA					
○○○USE PSIONIC DEVICE	CHA					
○○○USE ROPE ■	DEX					
○○○						
○○○						
○○○						
○○○						

FORTITUDE CONSTITUTION  
 REFLEX DEXTERITY  
 WILL WISDOM

TOTAL	ABILITY MODIFIER	MAGIC MOD.	MISC. MOD.	TEMP. MOD.	BASE SAVES
					1 2 3

1. CONDITIONAL MODIFIERS, 2. RESISTANCES, 3. IMMUNITIES

INITIATIVE DEXTERITY

TOTAL	ABILITY MOD.	MISC. MOD.	TEMP. MOD.	CURRENT INITIATIVE	ROUNDS PASSED
					○○○○○○○○○○

MELEE STRENGTH  
 RANGED DEXTERITY  
 GRAPPLE STRENGTH

TOTAL	ABILITY MOD.	SIZE MOD.	MISC. MOD.	BASE ATTACK BONUSES
				1 2 3

ADDITIONAL ATTACKS AT TOTAL B.A.B. -5 -10 -15

### ATTACKS

	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
0 <i>Unarmed Strike</i>						
1						
2						
3						
4						
5						

NOTES / CONDITIONAL MODIFIERS

I	○○○○	○○○○	○○○○
II	○○○○	○○○○	○○○○
III	○○○○	○○○○	○○○○

ARMOR CLASS

ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DEX. MODIFIER	DEFLECT. BONUS	SIZE MODIFIER	MISC. MOD.	TEMP. MOD.

1. ARMOR & PROTECTIVE ITEMS, 2. PROTECTIVE ABILITIES, 3. DAMAGE VULNERABILITIES

TOUCH ATTACKS	FLAT FOOTED	TOTAL DEFENSE	DAMAGE REDUCT.	MAX. DEX.	MISS CHANCE	SPELL FAILURE	CHECK PENALTY	SPELL RESIST.	POWER RESIST.

■ DENOTES A SKILL THAT CAN BE USED UNTRAINED  
 ○ CHECK IF THE SKILL IS A CLASS SKILL FOR YOUR CHARACTER  
 \* ARMOR CHECK PENALTY, IF ANY, APPLIES (DOUBLE PENALTY FOR SWIM)  
 USE THE CORRESPONDING LINE TO NOTE THE ARMOR CHECK PENALTY MODIFIER

ARMOR & PROTECTIVE ITEMS

	TYPE	AC BONUS	MAX. DEX.	CHECK PENALTY	SPELL FAILURE	SPEED
1					%	<i>ft.</i>
2					%	<i>ft.</i>
3					%	<i>ft.</i>
4					%	<i>ft.</i>

FEATS\*

- \_\_\_\_\_
- \_\_\_\_\_
- 1ST \_\_\_\_\_
- \_\_\_\_\_
- 2ND \_\_\_\_\_
- \_\_\_\_\_
- 3RD \_\_\_\_\_
- \_\_\_\_\_
- 4TH \_\_\_\_\_
- \_\_\_\_\_
- 5TH \_\_\_\_\_
- \_\_\_\_\_
- 6TH \_\_\_\_\_
- \_\_\_\_\_
- 7TH \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

EQUIPMENT & INVENTORY

	LOCATION	VALUE	WEIGHT
	<i>Head</i>		
	<i>Face</i>		
	<i>Neck</i>		
	<i>Shoulders</i>		
	<i>Torso</i>		
	<i>Arms</i>		
	<i>Hands</i>		
	<i>Finger</i>		
	<i>Finger</i>		
	<i>Waist</i>		
	<i>Legs</i>		
	<i>Feet</i>		
	<i>Armor</i>		
	<i>Shield</i>		
	<i>Hand</i>		
	<i>Offhand</i>		
TOTAL			

CLASS ABILITIES

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
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- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

\* AND FLAWS

RACIAL ABILITIES

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

LIFTING

	MAX. DEX. BONUS	CHECK PENALTY	RUN
LIGHT	-	-	-
MEDIUM	+3	-3	×4
HEAVY	+1	-5	×3
LIFT OVER HEAD (MAXIMUM LOAD)			
LIFT OFF GROUND (2x MAX. LOAD)			
PUSH / DRAG (5x MAX. LOAD)			

WEALTH

PLATINUM:
GOLD:
SILVER:
COPPER:
GEMS:

MOVEMENT

	RATE	RATE
BASE SPEED		ONE MINUTE WALK
SWIM SPEED		ONE MIN. HUSTLE
FLYING SPEED		ONE MIN. RUN (×3)
ONE ROUND WALK		ONE MIN. RUN (×4)
ONE RND. HUSTLE		ONE HOUR WALK
ONE RND. RUN (×3)		ONE HOUR HUSTLE
ONE RND. RUN (×4)		ONE DAY WALK

PROFICIENCIES

ARMOR:
<input type="checkbox"/> LIGHT
<input type="checkbox"/> MEDIUM
<input type="checkbox"/> HEAVY
<input type="checkbox"/> SHIELDS
<input type="checkbox"/> TOWER S.
WEAPONS:
<input type="checkbox"/> SIMPLE
<input type="checkbox"/> MARTIAL
<input type="checkbox"/> SPECIFIC:

SP. ABILITY\*

ABILITY MODIFIER LEVEL Misc. MOD.

MODIFIER OR POINTS  =  +  +

\* LAY ON HANDS, WILD EMPATHY, TRIP, FEINT, ET AL.

_____
_____
_____
_____
_____

POINTS

_____
_____
_____
_____

### SPELLS / POWERS

SHORT: 25FT.  MEDIUM: 100FT.  LONG: 400FT.   
 + 5FT./2 LVL  + 10FT./LVL  + 40FT./LVL

0 NO PSIONIC POWERS AT THIS LEVEL	<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"/>	_____

1 POWER POINT COST: 1	<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"/>	_____

2 POWER POINT COST: 3	<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"/>	_____

3 POWER POINT COST: 5	<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"/>	_____

4 POWER POINT COST: 7	<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"/>	_____

5 POWER POINT COST: 9	<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"/>	_____

6 POWER POINT COST: 11	<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"/>	_____

7 POWER POINT COST: 13	<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"/>	_____

8 POWER POINT COST: 15	<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"/>	_____

9 POWER POINT COST: 17	<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"/>	_____

SPELLS PREPARED \_\_\_\_\_ SPONTANEOUS SPELLS CASTED:

### MAGIC / PSI

ABILITY MODIFIER  POINTS / DAY  Misc. MOD.   
 POWER POINTS  =  +  +   
 SCHOOL / DOMAIN / DISCIPLINE   
 SAVE DC MODIFIER  =  + 10 +

PROHIBITED SCHOOLS \_\_\_\_\_ CURRENT POINTS \_\_\_\_\_

**NOTES\***

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SAVE DC	SPELL LEVEL	TOTAL SPELLS	ABILITY BONUS	BONUS SPELLS	TOTAL SPELLS KNOWN
<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	17	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

\*SPECIAL & METAMAGIC COMPONENTS, SPELL POINTS, ET AL.

**TURN UNDEAD**

ABILITY MOD.  LEVEL  Misc. MOD.

TIMES / DAY  = 3 +  +

CHECK  + d20 =  +

DAMAGE  + 2d6 =  +  +

MOST POWERFUL UNDEAD AFFECTED						
0	1-3	4-6	7-9	10-12	13-15	16-18
-4	-3	-2	-1	LEVEL	+1	+2
					+3	+4

### MAGIC ITEMS & ABILITIES\*

	TYPE	SAVE	SAVE DC	CL	CHARGES / DAILY USES
1	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____
7	_____	_____	_____	_____	_____
8	_____	_____	_____	_____	_____
9	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____
12	_____	_____	_____	_____	_____
13	_____	_____	_____	_____	_____
14	_____	_____	_____	_____	_____
15	_____	_____	_____	_____	_____
16	_____	_____	_____	_____	_____
17	_____	_____	_____	_____	_____

\*SPELL-LIKE ABILITIES, RINGS, RODS, STAFFS, WANDS, WONDROUS ITEMS, ET AL.

### ANIMAL COMPANION / FAMILIAR / PSICRYSTAL

NAME \_\_\_\_\_ RACE / CLASS \_\_\_\_\_ LEVEL / HD \_\_\_\_\_

<b>STR</b> STRENGTH	<input type="text"/>	INI	SPEED	AC	FORT	REF	WILL	<input type="text"/>
	<b>DEX</b> DEXTERITY	<input type="text"/>	ATTACK	MODIFIERS		DAMAGE		
<b>CON</b> CONSTITUTION	<input type="text"/>	_____						
<b>INT</b> INTELLIGENCE	<input type="text"/>	_____						
<b>WIS</b> WISDOM	<input type="text"/>	_____						
<b>CHA</b> CHARISMA	<input type="text"/>	_____						

# CHARACTER BACKGROUND

WHAT IS YOUR PERSONALITY?

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WHAT DID YOU DO IN YOUR LIFE BEFORE YOU BECAME AN ADVENTURER?

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WHERE ARE YOU FROM AND WHAT ARE YOUR CONNECTIONS TO YOUR ORIGIN?

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WHAT IS YOUR FAMILY LIKE?

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WHAT DO YOU LOOK LIKE? (INCL. ANYTHING NOTICEABLE)

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WHAT DO YOU LIKE AND DISLIKE? (INCL. HOBBIES & PHOBIAS, IF ANY)

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WHAT WOULD YOU NEVER DO? (ETHICS)

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WHAT WOULD YOU LIKE TO ACHIEVE IN THE FUTURE? (PERSONAL AIMS AND DREAMS)

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WHO DO YOU LOVE AND HATE?

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WHO ARE YOUR BEST FRIENDS AND WORST ENEMIES?

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HOW RELIGIOUS ARE YOU?

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WHAT ARE YOUR PRIZED POSSESSIONS?

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QUOTES:

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ADDITIONAL NOTES:

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INFORMATIONS / STATS

PLAYER NAME:

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CAMPAIGN:

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DATE CREATED:

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DUNGEON MASTER:

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ALTHOUGH THIS PART OF THE SHEET IS NOT NEEDED TO PLAY D&D, IT IS RECOMMENDED TO USE IT. IT WILL GIVE YOU A BETTER IDEA OF YOUR CHARACTERS GENERAL BEHAVIOUR, REACTIONS AND ATTITUDES. AFTER ALL, THIS IS A SO CALLED ROLE-PLAY. (BUT KEEP IN MIND, YOUR CHARACTER IS JUST A FICTIONAL CONSTRUCT DEFINED BY NUMBERS.)  
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*Dungeons & Dragons 3.5 Character Record Sheet by S. Eulig*



5TH  
MAY  
2007