

				SPECIAL ABILITIES / FE	ATS	SPEL	LS PR	EPAR	ED
CAMPAIGN	DUNGEON MASTER					0-LVL:			
					_				
/	TOTAL NEXT LEVE		ı						
EXPERIENCE POINTS (MULTI-CLASS)	TOTAL NEXT LEVE	L	EA		-				
GEA	R		ANDARD FEATS			1ST:			
ITEM WT.	ITEM	WT.	R		-				
			DA		-				
			Υ		-				
			SΤ			2ND:			
					-				
					-				
					-				
						3RD:			
					_				
					-				
					-	4TH:			
					_				
			ΕS						
			ABILITIE		-				
			ᆲ			5TH:			
					-				
			s S						
			ΑT		-				
			FE			6TH:			
			s						
			LAS						
			CL		-	7TH:			
					_	7111.			
					_				
					-	8TH:			
					-				
						9TH:			
						SPELL		SPELL	
			S			FAILURE		SAVE	DC MOD
			ш			SPELL SAVE DC	_	BASE SPELLS	. DO WOD
			_				0-LVL		+ BONUS SPELLS
			ABILITI				1ST		i.—
							131		ľ <u> </u>
			EXTRA				2ND		+
	TOTAL WEIGHT CARRIED		ΧT				3RD		
			Ш				F		! <b>`</b> ——
	TOTAL WEIGHT						4TH		+
MONEY / TREAS	SURF ITEMS		S				5TH		+
WEIGHT			ΑT				-		-
CP: WEIGHT			FE,				6TH		<u> </u>
GP VALUE							7TH		+
SP: GP VALUE		$\vdash$	EPIC				, L		<u> </u>
			-				8TH		[*
GP:							9TH		+
							L		
PP:			I	LIGHT LOAD MEDIUM LOAD F	HEAVY LOAD				
				LIFT OVER HEAD LIFT OFF GROUND PU	USH OR DRAG				

DEATH TOLL						
TYPE OR NAME	NOTES	FACED	KILLS	FALLS	NTCH	CRITS
Grand Totals 0 0 0 0				0		
Total Effectiveness 0% 0% 0% 0% 0%						
CLERIC'S & PALADIN'S TURNING CHART				CLERICA	L DOMAI	NS

CLERIC'S & PALADIN'S TURNING CHART				
NOT AVAILABLE				
Turning Check	Max HD of Undead Affected			
Up to 0	Max HD undead creature			
1 - 3	Max HD undead creature			
4 - 6	Max HD undead creature			
7 - 9	Max HD undead creature			
10 - 12	Max HD undead creature			
13 - 15	Max HD undead creature			
16 - 18	Max HD undead creature			
19 - 21	Max HD undead creature			
22+	Max HD undead creature			
If your level is double or more the HD of undead, they are destroyed, not turned.				

CLERICAL DOMAINS		
ONE:		
Benefit:		
TWO:		
Benefit:		
THREE:		
Benefit:		

ANIMAL COMPANION	Aspects of Your Deity
Name:	Name: Sex:
Type:	Titles:
HD: HP:	
Init:	Rank: Alignment:
Speed:	Realms:
AC:	
	Domains:
Attk:	
Dmg:	Holy Symbol:
Space: Reach:	Home Plane:
Sp Attk:	Favored Weapon:
Sp Qual:	Deity Weapon:
Saves:	Worshippers:
Stats:	Holy Day:
	Worship Days:
Skills:	Clerical Vestments:
Feats:	
	Creed:
Wt. Allow: Carried: #VAL	UE!

PARTY MEMBERS / CONTACTS			
NAME OF CHARACTER / CLASS	PLAYED BY:		
OTHER CONTACT PERSONS	TITLE / POSITION		

HISTORY & MISCELLANEOUS				
BACKGROUND	LIFE EVENTS:			
	Childhood:			
HOMELAND:	Youth:			
Climate:	Pivotal Events:			
Terrain:	Other:			
Community:	RELATIONSHIPS:			
FAMILY:	Parents:			
Economic Status:	Siblings:			
Social Standing:	Grandparents:			
Defense Readiness:	Extended Family:			
Private Ethics:	Friends:			
Public Ethics:	Enemies:			
Religious Commitment:	Instructors:			
Reputation:	EDUCATION:			
Political Views:	Childhood Instruction:			
Power Structure:	Formal Education:			
Ancestors of Note:	Trade(s) Learned:			
PERSONALITY QUALITIES & PHYSICAL DESCRIPTION				

REGIONAL TRAITS	RACIAL TRAITS			
Feat:				
Equipment:				
Skill:				
Initial languages = Common + racial languages + INT bonus. Each additional language (Speak Language) = 2 Skill Points.				
Regional Language:				
Racial Language:				
Other Languages:	Favored Class:			

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