Ema's 3.5E D&D Record Sheet 2.9

Personal Info

Name: _____ Player: _____
Race: _____ Religion: _____
Alignment: _____ Template/Type: _____
Age: _____ Weight: _____ Height: _____ Size: ____ Gender: ____

Classes

						Total
HD: ___ BSP: ___	HD: ___ BSP: ___	HD: ___ BSP: ___	HD: ___ BSP: ___	HD: ___ BSP: ___	HD: ___ BSP: ___	

Experience: _____ XP Penalty: _____ Next Level: _____

Abilities

	Ability	Modifier	Temp	Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

Armor

AC

Base 10 +
Dexterity ____ +
_____ ____ +
_____ ____ +
_____ ____ +
_____ ____ +
_____ ____
_____ ____

Flat-footed: _____ vs. Touch Attacks: _____
_____ : _____ _____ : _____

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
☐ _____				
☐ _____				
☐ _____				
☐ _____				
Total:				

Notes: _____

Hit Points

[HP] [Current]

Notes: _____

Combat

Ab.	Misc	Size	Base	Total	Ab.	Misc	Size	Base	Total	Ab.	Misc	Sz. M.	Base	Total
Melee					Ranged					Grapple				
STR + ___ + ___ +			1st = ____ 2nd = ____ 3rd = ____ 4th = ____		DEX + ___ + ___ +			1st = ____ 2nd = ____ 3rd = ____ 4th = ____		STR + ___ + ___ + ___ = ____				

Initiative
DEX + ___ = ____

2-Hand Attack: ___ / ___ Speed: _____
Notes: _____

Weapons

Name	Modified Attacks	Feat	Misc	Damage	Critical	Range	Sz/Type
Unarmed Strike	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	_____	_____	____	____

Notes: _____

Ammunition: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

Saving Throws

	Total	Base	Ability	Misc	Temp
Fortitude	_____ =	___ +	CON +	___ +	___
Reflexes	_____ =	___ +	DEX +	___ +	___
Will	_____ =	___ +	WIS +	___ +	___

Spell Resistance: _____ Power Resistance: _____
Damage Reduction: _____

Notes: _____

Skills

Skill Name		Total	Rank	Ability	Misc
◆ Appraise	(C)	____ =	___ +	INT +	___
◆ Balance	(C)	____ =	___ +	DEX +	*
◆ Bluff	(C)	____ =	___ +	CHA +	___
◆ Climb	(C)	____ =	___ +	STR +	*
◆ Concentration	(C)	____ =	___ +	CON +	___
◆ Craft (_____)	(C)	____ =	___ +	INT +	___
◆ Craft (_____)	(C)	____ =	___ +	INT +	___
Decipher Script	(C)	____ =	___ +	INT +	___
◆ Diplomacy	(C)	____ =	___ +	CHA +	___
Disable Device	(C)	____ =	___ +	INT +	___
◆ Disguise	(C)	____ =	___ +	CHA +	___
◆ Escape Artist	(C)	____ =	___ +	DEX +	*
◆ Forgery	(C)	____ =	___ +	INT +	___
◆ Gather Information	(C)	____ =	___ +	CHA +	___
Handle Animal	(C)	____ =	___ +	CHA +	___
◆ Heal	(C)	____ =	___ +	WIS +	___
◆ Hide	(C)	____ =	___ +	DEX +	*
◆ Intimidate	(C)	____ =	___ +	CHA +	___
◆ Jump	(C)	____ =	___ +	STR +	*
Knowledge(_____)	(C)	____ =	___ +	INT +	___
Knowledge(_____)	(C)	____ =	___ +	INT +	___
Knowledge(_____)	(C)	____ =	___ +	INT +	___
Knowledge(_____)	(C)	____ =	___ +	INT +	___
◆ Listen	(C)	____ =	___ +	WIS +	___
◆ Move Silently	(C)	____ =	___ +	DEX +	*
Open Lock	(C)	____ =	___ +	DEX +	___
◆ Perform (_____)	(C)	____ =	___ +	CHA +	___
◆ Perform (_____)	(C)	____ =	___ +	CHA +	___
Profession (_____)	(C)	____ =	___ +	WIS +	___
Profession (_____)	(C)	____ =	___ +	WIS +	___
◆ Ride	(C)	____ =	___ +	DEX +	___
◆ Search	(C)	____ =	___ +	INT +	___
◆ Sense Motive	(C)	____ =	___ +	WIS +	___
Sleight of Hand	(C)	____ =	___ +	DEX +	*
Spellcraft	(C)	____ =	___ +	INT +	___
◆ Spot	(C)	____ =	___ +	WIS +	___
◆ Survival	(C)	____ =	___ +	WIS +	___
◆ Swim	(C)	____ =	___ +	STR +	**
Tumble	(C)	____ =	___ +	DEX +	*
Use Magic Device	(C)	____ =	___ +	CHA +	___
◆ Use Rope	(C)	____ =	___ +	DEX +	___
_____	(C)	____ =	___ +	___ +	___
_____	(C)	____ =	___ +	___ +	___
_____	(C)	____ =	___ +	___ +	___

(C) Class Skill ◆ Untrained Skill * Armor Penalty

Max. Rank: ___ / ___

Languages

Literacy ☐

_____
_____
_____

Feats

General Feats

- ☐ Acrobatic
- ☐ Agile
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Armor Profic., Light
  - ☐ Armor Profic., Med.
    - ☐ Armor Profic., H.
- ☐ Athletic
- ☐ Blind-Fight*
- ☐ Combat Casting
- ☐ Combat Expertise*
  - ☐ Improved Disarm*
  - ☐ Improved Feint*
  - ☐ Improved Trip*
- ☐ Combat Reflexes*
- ☐ Deceitful
- ☐ Deft Hands
- ☐ Diligent
- ☐ Dodge*
  - ☐ Mobility*
    - ☐ Spring Attack*
      - ☐ Whirlwind Att.*
- ☐ Endurance
  - ☐ Diehard
- ☐ Eschew Materials
- ☐ Exotic Weapon Profic.*
  - ____________________
  - ____________________
- ☐ Extra Turning (☐☐☐)
- ☐ Great Fortitude
- ☐ Improved Counterspell
- ☐ Improved Critical*
  - ____________________
- ☐ Improved Familiar
- ☐ Improved Initiative*
- ☐ Improved Turning
- ☐ Improved Un. Strike*
  - ☐ Deflect Arrows*
    - ☐ Snatch Arrows*
  - ☐ Improved Grapple*
  - ☐ Stunning Fist*
- ☐ Investigator
- ☐ Iron Will
- ☐ Leadership
- ☐ Lightning Reflexes
- ☐ Magical Aptitude
- ☐ Martial Weapon Profic.
  - ____________________
  - ____________________
- ☐ Mounted Combat*
  - ☐ Mounted Archery*
  - ☐ Ride-By Attack*
    - ☐ Spirited Charge*
  - ☐ Trample*
- ☐ Natural Spell
- ☐ Negotiator
- ☐ Nimble Fingers
- ☐ Persuasive
- ☐ Point Blank Shot*
  - ☐ Far Shot*
  - ☐ Precise Shot*
    - ☐ Impr. Precise Shot*
  - ☐ Rapid Shot*
    - ☐ Manyshot*
  - ☐ Shot on the Run*
- ☐ Power Attack*
  - ☐ Cleave*
    - ☐ Great Cleave*
  - ☐ Improved Bull Rush*
  - ☐ Improved Overrun*
  - ☐ Improved Sunder*
- ☐ Quick Draw*
- ☐ Rapid Reload*
  - ____________________
  - ____________________
- ☐ Run
- ☐ Self-Sufficient
- ☐ Shield Proficiency
  - ☐ Improved Shield Bash*
  - ☐ Tower Shield Profic.
- ☐ Simple Weapon Profic.
- ☐ Skill Focus
  - ____________________
  - ____________________
- ☐ Spell Focus
  - ____________________
  - ____________________
  - ☐ Augment Summon.
  - ☐ Greater Spell Focus
    - ____________________
- ☐ Spell Mastery (☐☐☐)
- ☐ Spell Penetration
  - ☐ Greater Spell Penetr.
- ☐ Stealthy
- ☐ Toughness (☐☐☐)
- ☐ Track
- ☐ Two-Weapon Fighting*
  - ☐ Two-Weap. Defense*
  - ☐ Impr. Two-W. Fight.*
    - ☐ Great. Two-W. F.*
- ☐ Weapon Finesse*
- ☐ Weapon Focus*
  - ____________________
  - ____________________
  - ☐ Greater Weap. Focus*
    - ____________________
    - ____________________
  - ☐ Weapon Specializat.*
    - ____________________
    - ____________________
    - ☐ Greater Weap. Sp.*
      - ____________________
      - ____________________

Item Creation Feats

- ☐ Brew Potion
- ☐ Craft Magic Arms/Arm.
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
- ☐ Forge Ring
- ☐ Scribe Scroll

Metamagic Feats

- ☐ Empower Spell
- ☐ Enlarge Spell
- ☐ Extend Spell
- ☐ Heighten Spell
- ☐ Maximize Spell
- ☐ Quicken Spell
- ☐ Silent Spell
- ☐ Still Spell
- ☐ Widen Spell

Epic Feats

- ☐ Familiar Spell
  - ____________________
  - ____________________
- ☐ Great Smiting (☐☐☐)
- ☐ Impr. Elemental Shape
- ☐ Impr. Fav. Enemy (☐☐)
- ☐ Impr. Metamagic (☐☐)
- ☐ Impr. Sneak Att. (☐☐)
- ☐ Impr. Spell Capac. (☐☐)
- ☐ Impr. Stunn. Fist (☐☐)
- ☐ Lasting Inspiration
- ☐ Overwhelming Critical
  - ____________________
  - ____________________
- ☐ Planar Turning
- ☐ Spell Knowledge (☐☐)
- ☐ Terrifying Rage

Other Feats

- ☐ ____________________
- ☐ ____________________
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* Fighter Bonus Feats

Equipment

	Item Name	Weight
Head		
Eyes		
Cloak		
Amulet		
Robe		
Vest		
Bracers		
Gloves		
Rings		
Belt		
Boots		
Armor		
Shield		
In Hand		
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Total Carried Weight ____

Race Traits

Level Adjustment: __________

Class Features

Wealth

PP: _____ GP: _____ SP: _____ CP: _____

Gems/Jewels: ____________________

Other: ____________________

Carrying Capacity/ Movement

Load: _____ /_____ /_____

Over Head	x1	Current Speed	____
Off Ground	x2	Run (x ___)	____
Push/Drag	x5	Alternate Move:	
Current Load	____		
Max. Dex.	____		
Check Pen.	____		

Henchmen/Animals

Name	Race/Class	HD/Lvl	HP	Init	Spd	AC	AL	Attacks	Damage	Space/Reach

Notes: ____________________