

CHARACTER NAME _____

PLAYER _____



CHARACTER RECORD SHEET

CLASS _____

RACE _____

ALIGNMENT _____

DEITY _____

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, Temporary Modifier, and Ability Cost. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack Bonus calculation tables. Includes formulas for HP, AC (10 + armor + shield + dex + misc), Initiative (dex + misc), and Base Attack Bonus.

Saving Throws table for Fortitude (Constitution), Reflex (Dexterity), and Will (Wisdom). Includes formulas for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus tables. Includes formulas for Total, Base Attack Bonus, Str Modifier, Size Modifier, Misc Modifier, and Temporary Modifier.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Armor/Protective Item table with columns for Item, Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Item, Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and Special Properties.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Alchemy, Animal Empathy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana), Knowledge (Architecture & Engineering), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nature), Knowledge (nobility & Royalty), Knowledge (The Planes), Knowledge (Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Magic Device, Use Rope, Wilderness Lore.

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Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with † are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

