

character name _____ player _____
 Barbarian _____ race _____ alignment _____ deity _____
 class _____



CHARACTER RECORD SHEETS

level _____ size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points

AC armor class = 10 + (Armor Bonus) + (Shield Bonus) + (DEX Modifier) + (Size Modifier) + (Natural Armor) + (Misc Modifier)

INITIATIVE modifier = (DEX Modifier) + (Misc Modifier)

BASE ATTACK bonus

DAMAGE REDUCTION

HIT DIE TYPE d12

SPEED

MISS CHANCE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE (constitution) = (Base Save) + (Ability Modifier) + (Magic Modifier) + (Misc Modifier) + (Temporary Modifier) + (Conditional Modifiers)

REFLEX (dexterity) = (Base Save) + (Ability Modifier) + (Magic Modifier) + (Misc Modifier) + (Temporary Modifier) + (Conditional Modifiers)

WILL (wisdom) = (Base Save) + (Ability Modifier) + (Magic Modifier) + (Misc Modifier) + (Temporary Modifier) + (Conditional Modifiers)

MELEE attack bonus

RANGED attack bonus

TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM				TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES		

SHIELD/PROTECTIVE ITEM				ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES							

AMMUNITION

<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"/>	<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"/>

CROSS-CLASS	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	Alchemy	int				
<input checked="" type="checkbox"/>	Appraise r	int				
<input checked="" type="checkbox"/>	Balance r	dex*				
<input checked="" type="checkbox"/>	Bluff r	cha				
<input type="checkbox"/>	Climb r	str*				
<input checked="" type="checkbox"/>	Concentration r	con				
<input type="checkbox"/>	Craft r (_____)	int				
<input checked="" type="checkbox"/>	Diplomacy r	cha				
<input checked="" type="checkbox"/>	Disable Device	int				
<input checked="" type="checkbox"/>	Disguise r	cha				
<input checked="" type="checkbox"/>	Escape Artist r	dex*				
<input checked="" type="checkbox"/>	Forgery r	int				
<input checked="" type="checkbox"/>	Gather Information r	cha				
<input type="checkbox"/>	Handle Animal	cha				
<input checked="" type="checkbox"/>	Heal r	wis				
<input checked="" type="checkbox"/>	Hide r	dex*				
<input checked="" type="checkbox"/>	Innuendo	wis				
<input type="checkbox"/>	Intimidate r	cha				
<input type="checkbox"/>	Intuit Direction	wis				
<input type="checkbox"/>	Jump r	str*				
<input checked="" type="checkbox"/>	Knowledge (arcana)	int				
<input checked="" type="checkbox"/>	Knowledge (architecture & engineering)	int				
<input checked="" type="checkbox"/>	Knowledge (geography)	int				
<input checked="" type="checkbox"/>	Knowledge (history)	int				
<input checked="" type="checkbox"/>	Knowledge (local)	int				
<input checked="" type="checkbox"/>	Knowledge (nature)	int				
<input checked="" type="checkbox"/>	Knowledge (nobility & royalty)	int				
<input checked="" type="checkbox"/>	Knowledge (the planes)	int				
<input checked="" type="checkbox"/>	Knowledge (religion)	int				
<input type="checkbox"/>	Listen r	wis				
<input checked="" type="checkbox"/>	Move Silently r	dex*				
<input checked="" type="checkbox"/>	Open Lock	dex				
<input checked="" type="checkbox"/>	Perform r (_____)					
<input type="checkbox"/>	Pick Pocket	cha				
<input checked="" type="checkbox"/>	Profession(_____)	dex*				
<input type="checkbox"/>	Ride r (_____)	wis				
<input type="checkbox"/>	Scry r [can't buy ranks]	dex			0	
<input checked="" type="checkbox"/>	Search r	int				
<input checked="" type="checkbox"/>	Sense Motive r	int				
<input checked="" type="checkbox"/>	Spellcraft	wis				
<input checked="" type="checkbox"/>	Spot r	int				
<input type="checkbox"/>	Swim r	wis				
<input checked="" type="checkbox"/>	Tumble	str**				
<input checked="" type="checkbox"/>	Use Rope r	dex*				
<input type="checkbox"/>	Wilderness Lore r	dex				
<input type="checkbox"/>		wis				
<input type="checkbox"/>						
<input type="checkbox"/>						
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<input type="checkbox"/>						

Skills marked with r 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.