CHARACTER NAME | PLAYER

CLASS | RACE | EXPERIENCE | DEITY

LEVEL | SIZE | AGE | GENDER | HEIGHT | WEIGHT | HOMELAND

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	WOUNDS	SUBDUAL DAMAGE	SPEED
HP HIT POINTS				

AC ARMOR CLASS: ____ = 10 + ____ (ARMOR BONUS) + ____ (SHIELD BONUS) + ____ (DEX BONUS) + ____ (SIZE BONUS) + ____ (MISC BONUS) + ____ (SPELL FAILURE) + ____ (CHECK PEN.) ____ (ARMOR TYPE)

INITIATIVE MODIFIER: ____ (TOTAL) = ____ (DEX MOD) + ____ (MISC MOD)

ATTACK BASE BONUS: ____

SKILL POINTS MODIFIERS: ____ (1ST LEVEL) ____ (# LEVEL) ____ (TOTAL)

SAVING THROW	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	=	+	+	+	+	+	
REFLEX (DEXTERITY)	=	+	+	+	+	+	
WILL (WISDOM)	=	+	+	+	+	+	

SKILLS MAX RANKS /

CROSS CLASS	SKILL NAME	KEY ABIL	SKILL MOD	=	ABILITY MOD	+	RANKS	+	MISC MOD
☐				=		+		+	

MELEE
BASE ATTACK ADJUSTMENTS

	ABILITY MOD	+	SIZE	+	MISC	+	BASE ATTACK	=	TOTAL
1		+		+		+		=	
2		+		+		+		=	
3		+		+		+		=	
4		+		+		+		=	
5		+		+		+		=	
6		+		+		+		=	
7		+		+		+		=	
8		+		+		+		=	

RANGED
BASE ATTACK ADJUSTMENTS

	ABILITY MOD	+	SIZE	+	MISC	+	BASE ATTACK	=	TOTAL
1		+		+		+		=	
2		+		+		+		=	
3		+		+		+		=	
4		+		+		+		=	
5		+		+		+		=	
6		+		+		+		=	
7		+		+		+		=	
8		+		+		+		=	

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	CHECK PENALTY

MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	SPELL FAILURE	CHECK PENALTY

WEIGHT	SPECIAL PROPERTIES

WEAPONS
ATTACK ADJUSTMENTS / STATITICS

	ATTACK ADJ.	ATTACK BONUS CALC.	DAMAGE	DAMAGE CALC.	RANGE	WEIGHT	SIZE	TYPE	CRITICAL

SPECIAL ABILITIES / FEATS

GEAR

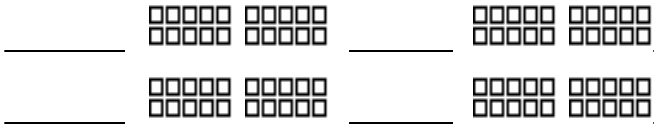
DESCRIPTION	#	WEIGHT

SPELLS

SPELL SAVE DC MOD

NUMBER OF SPELLS KNOWN BARDS & SORCERORS ONLY

0	1st	2nd	3rd	4th
5th	6th	7th	8th	9th

SPELL SAVE DC	SPELLS PER DAY	BONUS SPELLS	**SPELLS**

LANGUAGES