

CHARACTER NAME

PLAYER



CLASS

RACE

ALIGNMENT

DEITY

LEVEL/XP

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

CHARACTER RECORD SHEET

Table for ABILITIES: STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), CHA (Charisma). Includes Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier columns.

Table for HP (Hit Points) and AC (Armor Class). HP is calculated as 10 + (Armor Bonus) + (Shield Bonus) + (DEX Modifier) + (Size Modifier) + (Natural Armour) + (Misc Modifier). AC is calculated as 10 + (Touch AC) + (Flat-footed AC) + (Armour Check Penalty) + (Spell Resistance).

Table for INITIATIVE MODIFIER. Calculated as DEX Modifier + Misc Modifier.

Table for SAVING THROWS: FORTITUDE (Constitution), REFLEX (Dexterity), WILL (Wisdom). Includes Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier columns.

Table for COMBAT: MELEE (Attack Bonus), RANGED (Attack Bonus). Includes Total, Base Attack Bonus, Strength Modifier, Size Modifier, Misc Modifier, and Temporary Modifier columns.

Table for WEAPON. Columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-headers: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

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Table for ARMOR/PROTECTIVE ITEM. Columns: ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, WEIGHT, SPEED. Sub-headers: SPECIAL PROPERTIES.

Table for SHIELD/PROTECTIVE ITEM. Columns: ARMOR BONUS, CHECK PENALTY, SPELL FAILURE, WEIGHT. Sub-headers: SPECIAL PROPERTIES.

SKILLS

Large table for SKILLS. Columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLING DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE, LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, RIDE, SEARCH, SECRET LANGUAGE, SENSE MOTIVE, SLEIGHT OF HAND, SPEAK LANGUAGE, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE.

Skills marked with • can be used normally even if the character has zero (0) skill ranks. Mark an X in / to denote cross-class skills. *ARMOR CHECK PENALTY, if any, applies. **-1 per 5lb. of gear.

