



CHARACTER

CAMPAIGN

PLAYER

CLASS

LEVEL

ALIGNMENT

RACE

SUBRACE

SIZE

DEITY

CHARACTER RECORD SHEET

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

HP (Hit Points) table with columns for Total and Current HP/Wounds.

AC (Armor Class) table with entries for Flat-footed and Touch.

AC (Armor Class) calculation table showing Total AC as IO plus Armor Bonus, Shield Bonus, Dex Modifier, Size Modifier, and Natural Armor.

SPEED table with entries for Base and Run (4x).

BASE ATTACK BONUS table.

INITIATIVE table showing Initiative Modifier as the sum of Dex and Misc. modifiers.

ARMORED table.

GRAPPLE MODIFIER table.

MELEE ATTACK BONUS table showing calculation of Total Melee Attack Bonus from Base Attack Bonus, Str Modifier, Size Modifier, Misc. Modifier, and Temp. Modifier.

RANGED ATTACK BONUS table showing calculation of Total Ranged Attack Bonus from Base Attack Bonus, Dex Modifier, Size Modifier, Misc. Modifier, and Temp. Modifier.

SAVING THROWS table for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom), showing calculations for Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temp. Modifier.

WEAPON table with columns for Range, Attack Bonus, Damage, Critical, Weight, Type, and Size, plus a section for Special Properties.

WEAPON table (duplicate of the previous one).

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ARMOR/PROTECTIVE ITEM table with columns for Type, Armor Bonus, Max Dex Bonus, Speed, and Weight, plus sections for Check Penalty, Spell Failure, and Special Properties.

SHIELD/PROTECTIVE ITEM table with columns for Armor Bonus, Weight, Check Penalty, and Spell Failure, plus a section for Special Properties.

AMMUNITION table with a grid for tracking ammunition counts for various weapons.

CROSS-CLASS SKILLS table with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

SKILLS (UNTRAINED)* list including Appraise, Balance, Bluff, Climb, Concentration, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Listen, Move Silently, Ride, Search, Sense Motive, Spot, Survival, Swim, and Use Rope.

SKILLS (TRAINED ONLY) list with a grid for recording skill ranks and modifiers for various abilities.

* These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an X to the left of the skill name.

