

CHARACTER NAME

PLAYER



Companion Creature

CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

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

HP Hit Points, AC Armor Class, Initiative, and Base Attack Bonus calculation boxes.

Damage Reduction, Hit Die Type, and Speed calculation boxes.

Saving Throws table for Fortitude, Reflex, and Will, including Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus calculation boxes, including Base Attack Bonus, Str Modifier, Size Modifier, Misc Modifier, and Temporary Modifier.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Balance, Climb, Escape Artist, etc.

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

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.

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

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

Ammunition table with columns for Ammunition and Special Properties.

Campaign and Experience Points fields.

Gear table with columns for Item, Wt., and Total Weight Carried.

Special Abilities/Feats table.

Load capacity boxes for Light Load, Medium Load, Heavy Load, Lift Over Head, Lift Off Ground, and Push or Drag.

