

CHARACTER NAME

PLAYER



FIGHTER 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 and AC calculation boxes. HP: HP Hit Points. AC: AC Armor Class = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Misc Modifier.

INITIATIVE and BASE ATTACK BONUS calculation boxes. Initiative: Initiative Modifier. Base Attack Bonus: Base Attack Bonus.

DAMAGE REDUCTION and SPEED boxes. Damage Reduction: Damage Reduction. Hit Die Type: Hit Die Type. Speed: Speed.

SAVING THROWS table. Columns: SAVING THROWS, TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC. MODIFIER, TEMPORARY MODIFIER, CONDITIONAL MODIFIERS. Rows: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM).

MELEE and RANGED ATTACK BONUS calculation boxes. Melee: Total = Base Attack Bonus + Str Modifier + Size Modifier + Misc Modifier + Temporary Modifier. Ranged: Total = Base Attack Bonus + Dex Modifier + Size Modifier + Misc Modifier + Temporary Modifier.

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

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

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

AMMUNITION table. Columns: AMMUNITION. Sub-headers: SPECIAL PROPERTIES.

SKILLS table header. Columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes MAX RANKS column.

- List of skills with checkboxes and modifiers: ALCHEMY, APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INNUENDO, INTIMIDATE, INTUIT DIRECTION, JUMP, KNOWLEDGE (ARCANA), KNOWLEDGE (ARCHITECTURE & ENGINEERING), KNOWLEDGE (GEOGRAPHY), KNOWLEDGE (HISTORY), KNOWLEDGE (LOCAL), KNOWLEDGE (NATURE), KNOWLEDGE (NOBILITY & ROYALTY), KNOWLEDGE (THE PLANES), KNOWLEDGE (RELIGION), LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PICK POCKET, PROFESSION, RIDE, SCRY, SEARCH, SENSE MOTIVE, SPELLCRAFT, SPOT, SWIM, TUMBLE, USE ROPE, WILDERNESS LORE.

