CHARACTER RECORD SHEETS

CHARACTER NAME | PLAYER

CLASS | RACE | ALIGNMENT | DEITY

LEVEL | SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR

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

HP HIT POINTS — TOTAL ____ | WOUNDS / CURRENT HP ____ | SUBDUAL DAMAGE ____ | DAMAGE REDUCTION ____ | HIT DIE TYPE ____

AC ARMOR CLASS — TOTAL ____ = 10 + ARMOR BONUS ____ + SHIELD BONUS ____ + DEX MODIFIER ____ + SIZE MODIFIER ____ + NATURAL ARMOR ____ + MISC MODIFIER ____

SPEED ____

MISS CHANCE ____ | ARCANE SPELL FAILURE ____ | ARMOR CHECK PENALTY ____ | SPELL RESISTANCE ____

INITIATIVE MODIFIER — TOTAL ____ = DEX MODIFIER ____ + MISC MODIFIER ____

BASE ATTACK BONUS ____

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS ____

	TOTAL	= BASE ATTACK BONUS	+ STR MODIFIER / DEX MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER	+ TEMPORARY MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR / PROTECTIVE ITEM

TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD / PROTECTIVE ITEM

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES ____

SKILLS

MAX RANKS ____ / ____

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	ALCHEMY	INT	=	+		+
☐	ANIMAL EMPATHY	CHA	=	+		+
☐	APPRAISE **	INT	=	+		+
☐	BALANCE **	DEX*	=	+		+
☐	BLUFF **	CHA	=	+		+
☐	CLIMB **	STR*	=	+		+
☐	CONCENTRATION **	CON	=	+		+
☐	CRAFT ** (_____)	INT	=	+		+
☐	DECIPHER SCRIPT	INT	=	+		+
☐	DIPLOMACY **	CHA	=	+		+
☐	DISABLE DEVICE	INT	=	+		+
☐	DISGUISE **	CHA*	=	+		+
☐	ESCAPE ARTIST **	DEX*	=	+		+
☐	FORGERY **	INT	=	+		+
☐	GATHER INFORMATION**	CHA	=	+		+
☐	HANDLE ANIMAL	CHA	=	+		+
☐	HEAL **	WIS	=	+		+
☐	HIDE **	DEX*	=	+		+
☐	INNUENDO	WIS	=	+		+
☐	INTIMIDATE **	CHA	=	+		+
☐	INTUIT DIRECTION	WIS	=	+		+
☐	JUMP **	STR*	=	+		+
☐	KNOWLEDGE (ARCANA)	INT	=	+		+
☐	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT	=	+		+
☐	KNOWLEDGE (GEOGRAPHY)	INT	=	+		+
☐	KNOWLEDGE (HISTORY)	INT	=	+		+
☐	KNOWLEDGE (LOCAL)	INT	=	+		+
☐	KNOWLEDGE (NATURE)	INT	=	+		+
☐	KNOWLEDGE (NOBILITY & ROYALTY)	INT	=	+		+
☐	KNOWLEDGE (THE PLANES)	INT	=	+		+
☐	KNOWLEDGE (RELIGION)	INT	=	+		+
☐	LISTEN **	WIS	=	+		+
☐	MOVE SILENTLY **	DEX*	=	+		+
☐	OPEN LOCK	DEX	=	+		+
☐	PERFORM ** (_____) (_____) (_____)	CHA	=	+		+
☐	PICK POCKET	DEX*	=	+		+
☐	PROFESSION (_____)	WIS	=	+		+
☐	READ LIPS	INT	=	+		+
☐	RIDE **	DEX	=	+		+
☐	SCRY **	INT	=	+		+
☐	SEARCH **	INT	=	+		+
☐	SENSE MOTIVE **	WIS	=	+		+
☐	SPELLCRAFT	INT	=	+		+
☐	SPOT **	WIS*	=	+		+
☐	SWIM **	STR***	=	+		+
☐	TUMBLE	DEX*	=	+		+
☐	USE MAGIC DEVICE	CHA	=	+		+
☐	USE ROPE **	DEX	=	+		+
☐	WILDERNESS LORE **	WIS	=	+		+
☐	(_____)		=	+		+

Copyright © 2000-2004 WarpCycle
PERMISSION GRANTED TO PRINT OR PHOTOCOPY FOR PERSONAL USE ONLY.

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

MONEY

CP ____

SP ____

GP ____

PP ____

SPECIAL ABILITIES / FEATS

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD
EQUALS MAX LOAD

LIFT OFF GROUND
2 X MAX LOAD

PUSH OR DRAG
5 X MAX LOAD

LANGUAGES

INITIAL LANGUAGES = COMMON + RACIAL LANGUAGES + INT BONUS
EACH ADDITIONAL LANGUAGE (SPEAK LANGUAGE) = 2 SKILL POINTS

SPELLS

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE

DC MOD

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

NUMBER OF SPELLS KNOWN

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

Copyright © 2000-2004 WarpCycle
PERMISSION GRANTED TO PRINT OR PHOTOCOPY FOR PERSONAL USE ONLY.