

CHARACTER NAME

PLAYER NAME



CHARACTER RECORD SHEETS

CLASS RACE HEROIC PATH ALIGNMENT

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score grid (STR, DEX, CON, INT, WIS, CHA) and AC calculation: AC = 10 + armor bonus + shield bonus + dex modifier + size modifier + natural armor + misc modifier.

Saving Throws: FORTITUDE (constitution), REFLEX (dexterity), WILL (wisdom). Includes formulas for total score based on base save, ability modifier, magic modifier, misc modifier, and temporary modifier.

Attack Bonus: MELEE attack bonus and RANGED attack bonus. Includes formulas for total attack bonus based on base attack bonus, str modifier, size modifier, misc modifier, and temporary modifier.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ARMOR/PROTECTIVE ITEM table with columns: TYPE, ARMOR BONUS, MAX DEX BONUS. Sub-tables for CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE. Sub-tables for SPECIAL PROPERTIES.

AMMUNITION table with columns for tracking ammunition counts for various weapons.

SKILLS table header with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

- Skills list including: Alchemy, Animal empathy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, 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, Read lips, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Magic Device, Use Rope, Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *armor check penalty, if any, applies. ** -1 per 5 lb. of gear.

