

Character _____ Race _____ Class _____



Character Record Sheet © J. Hirvonen

Alignment _____ Deity _____ Level _____ Experience _____ / _____ Penalty _____

Gender _____ Age _____ Size _____ Height _____ Weight _____ Skin _____ Hair _____ Eyes _____ Handedness _____

Past _____ Nationality / Region _____

Appearance _____ Clothing _____

Personality / Behavior _____ Notes _____

ABILITY SCORES				
	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS						
	TOTAL	BASE SAVE	ABIL MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT (CON)						
REF (DEX)						
WILL (WIS)						
SAVING THROW MODIFIERS						

HIT POINTS			LOAD				
LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
			L				
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD	M		+3	-3	x4
			H		+1	-6	x3

ARMOR CLASS	SCORE	MOD	TEMP SCORE	TEMP MOD

NORMAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD + SIZE MOD + MISC MOD

AC MODIFIERS	
<input type="checkbox"/> ARCANE SPELL FAIL	<input type="checkbox"/> FLAT FOOTED
<input type="checkbox"/> ARMOR CHECK PEN	<input type="checkbox"/> VS TOUCH ATTACKS

ARMOR & PROTECTION						
TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE	SCORE	MOD	TEMP SCORE	TEMP MOD

INITIATIVE MODIFIERS

ATTACK BONUSES						
	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABIL MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)						
RANGED (DEX)						

BASE ATTACK BONUS						
	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABIL MOD	SIZE MOD	MISC MOD	TEMP MOD

ATTACK BONUS MODIFIERS						

WEAPONS							
ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES & RELATED FEATS

WEAPON PROFICIENCIES	ALL SIMPLE	ALL MARTIAL
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

COMBAT NOTES	

