character name _____ player _____

Living ✦ Greyhawk
CHARACTER RECORD SHEET

class _____ race _____ alignment _____ deity _____

level ____ size ____ age ____ gender ____ height ____ weight ____ eyes ____ hair ____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	ABILITY COST
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 ___ **SPEED** ___

AC armor class ___ TOTAL = 10 + [ARMOR BONUS] + [SHIELD BONUS] + [DEX MODIFIER] + [SIZE MODIFIER] + [NATURAL ARMOR] + [MISC MODIFIER]

MISS CHANCE ___ ARCANE SPELL FAILURE ___ ARMOR CHECK PENALTY ___ SPELL RESISTANCE ___

INITIATIVE modifier ___ TOTAL = [DEX MODIFIER] + [MISC MODIFIER]

BASE ATTACK bonus ___

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)		=		+		+		+		+		
REFLEX (dexterity)		=		+		+		+		+		
WILL (wisdom)		=		+		+		+		+		

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE attack bonus		=		+		+		+		+	
RANGED attack bonus		=		+		+		+		+	

(RANGED) BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

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

AMMUNITION

_____ ▢▢▢▢▢ ▢▢▢▢▢   _____ ▢▢▢▢▢ ▢▢▢▢▢
_____ ▢▢▢▢▢ ▢▢▢▢▢   _____ ▢▢▢▢▢ ▢▢▢▢▢

SKILLS   MAX RANKS ___ / ___

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
☐	Alchemy	int		=		+		+	
☐	Animal empathy	cha		=		+		+	
☐	Appraise r	int		=		+		+	
☐	Balance r	dex*		=		+		+	
☐	Bluff r	cha		=		+		+	
☐	Climb r	str*		=		+		+	
☐	Concentration r	con		=		+		+	
☐	Craft r (_____)	int		=		+		+	
☐	Decipher Script	int		=		+		+	
☐	Diplomacy r	cha		=		+		+	
☐	Disable Device	int		=		+		+	
☐	Disguise r	cha		=		+		+	
☐	Escape Artist r	dex*		=		+		+	
☐	Forgery r	int		=		+		+	
☐	Gather Information r	cha		=		+		+	
☐	Handle Animal	cha		=		+		+	
☐	Heal r	wis		=		+		+	
☐	Hide r	dex*		=		+		+	
☐	Innuendo	wis		=		+		+	
☐	Intimidate r	cha		=		+		+	
☐	Intuit Direction	wis		=		+		+	
☐	Jump r	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 r	wis		=		+		+	
☐	Move Silently r	dex*		=		+		+	
☐	Open Lock	dex		=		+		+	
☐	Perform r (_____) (_____) (_____)	cha		=		+		+	
☐	Pick Pocket	dex*		=		+		+	
☐	Profession (_____)	wis		=		+		+	
☐	Read lips	int		=		+		+	
☐	Ride r	dex		=		+		+	
☐	Scry r	int		=		+		+	
☐	Search r	int		=		+		+	
☐	Sense Motive r	wis		=		+		+	
☐	Spellcraft	int		=		+		+	
☐	Spot r	wis		=		+		+	
☐	Swim r	str**		=		+		+	
☐	Tumble	dex*		=		+		+	
☐	Use Magic Device	cha		=		+		+	
☐	Use Rope r	dex		=		+		+	
☐	Wilderness Lore r	wis		=		+		+	
☐				=		+		+	

Skills marked with r 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.*

RPGA NETWORK

home region
_____

experience points

HERALDRY | MONEY

| cp — |
| sp — |
| gp — |
| ep — |
| pp — |
| gems — |

GEAR

ITEM	WT.	ITEM	WT.
			TOTAL WEIGHT CARRIED	

SPELLS

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
EQUALS MAX LOAD	2 – MAX LOAD	5 – MAX LOAD

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

_____
_____
_____

SPECIAL ABILITIES/FEATS

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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

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