

A I Q Y g o w 5  
 B J R Z h i p x 6  
 C K S a i q r y 7  
 D L T U c k r s 8  
 E N V d l m t 9  
 F O W e n u 0  
 G H P X f n v 4

# D20une

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ CHARACTER LEVEL \_\_\_\_\_ HOUSE ALLEGIENCE \_\_\_\_\_

AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_



## CHARACTER RECORD SHEET

### ABILITIES

|                            | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| <b>STR</b><br>STRENGTH     |               |                  |                 |                    |
| <b>DEX</b><br>DEXTERITY    |               |                  |                 |                    |
| <b>CON</b><br>CONSTITUTION |               |                  |                 |                    |
| <b>INT</b><br>INTELLIGENCE |               |                  |                 |                    |
| <b>WIS</b><br>WISDOM       |               |                  |                 |                    |
| <b>CHA</b><br>CHARISMA     |               |                  |                 |                    |

**VITALITY** TOTAL  CURRENT

**DEFENSE** TOTAL  = 10+  +  +  +  +  +  +

CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

**INITIATIVE** MODIFIER  +  +

TOTAL DEX MODIFIER MISC MODIFIER

**BASE ATTACK** BONUS

**SPEED**

### SAVING THROWS

|                                    | TOTAL                | BASE SAVE            | ABILITY MODIFIER     | MISC MODIFIER        |
|------------------------------------|----------------------|----------------------|----------------------|----------------------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>REFLEX</b><br>(DEXTERITY)       | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <b>WILL</b><br>(WISDOM)            | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**REPUTATION**

**ACTION POINTS**

**WEALTH** BONUS

### ATTACKS

**MELEE** ATTACK BONUS TOTAL

BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

**RANGED** ATTACK BONUS TOTAL

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 |
|        |        |                    |        |                    |

| WEAPON |        | TOTAL ATTACK BONUS | DAMAGE | CRITICAL           |
|--------|--------|--------------------|--------|--------------------|
| RANGE  | WEIGHT | TYPE               | SIZE   | SPECIAL PROPERTIES |
|        |        |                    |        |                    |

| ARMOR/PROTECTION |        | TYPE  | EQUIPMENT BONUS | PROFICIENT?  |
|------------------|--------|-------|-----------------|--|
| CHECK/PENALTY    | WEIGHT | SPEED | SIZE            | MAX DEX  |
|                  |        |       |                 | SPECIAL PROPERTIES                                       |
|                  |        |       |                 | YES <input type="checkbox"/> NO <input type="checkbox"/> |

| CLASS SKILL | SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS        |       |
|-------------|------------|-------------|----------------|------------------|-------|
|             |            |             |                | ABILITY MODIFIER | RANKS |

|   |      |   |   |   |   |
|---|------|---|---|---|---|
| <input type="checkbox"/> Balance                  | Dex  | = | + | + | + |
| <input type="checkbox"/> Bluff                    | Cha  | = | + | + | + |
| <input type="checkbox"/> Climb                    | Str  | = | + | + | + |
| <input type="checkbox"/> Concentration            | Con  | = | + | + | + |
| <input type="checkbox"/> Craft (_____)            | Int  | = | + | + | + |
| <input type="checkbox"/> Craft (_____)            | Int  | = | + | + | + |
| <input type="checkbox"/> Craft (_____)            | Int  | = | + | + | + |
| <input type="checkbox"/> Decipher Script ■        | Int  | = | + | + | + |
| <input type="checkbox"/> Demolitions ■            | Int  | = | + | + | + |
| <input type="checkbox"/> Diplomacy                | Cha  | = | + | + | + |
| <input type="checkbox"/> Disable Device ■         | Int  | = | + | + | + |
| <input type="checkbox"/> Disguise                 | Cha  | = | + | + | + |
| <input type="checkbox"/> Drive                    | Dex  | = | + | + | + |
| <input type="checkbox"/> Escape Artist            | Dex* | = | + | + | + |
| <input type="checkbox"/> Forgery                  | Int  | = | + | + | + |
| <input type="checkbox"/> Gamble                   | Wis  | = | + | + | + |
| <input type="checkbox"/> Gather Information       | Cha  | = | + | + | + |
| <input type="checkbox"/> Handle Animal ■          | Cha  | = | + | + | + |
| <input type="checkbox"/> Hide                     | Dex* | = | + | + | + |
| <input type="checkbox"/> Intimidate               | Cha  | = | + | + | + |
| <input type="checkbox"/> Investigate ■            | Int  | = | + | + | + |
| <input type="checkbox"/> Jump                     | Str* | = | + | + | + |
| <input type="checkbox"/> Knowledge (_____)        | Int  | = | + | + | + |
| <input type="checkbox"/> Knowledge (_____)        | Int  | = | + | + | + |
| <input type="checkbox"/> Knowledge (_____)        | Int  | = | + | + | + |
| <input type="checkbox"/> Listen                   | Wis  | = | + | + | + |
| <input type="checkbox"/> Move Silently            | Dex* | = | + | + | + |
| <input type="checkbox"/> Navigate                 | Int  | = | + | + | + |
| <input type="checkbox"/> Perform (_____)          | Cha  | = | + | + | + |
| <input type="checkbox"/> Perform (_____)          | Cha  | = | + | + | + |
| <input type="checkbox"/> Perform (_____)          | Cha  | = | + | + | + |
| <input type="checkbox"/> Pilot ■                  | Dex  | = | + | + | + |
| <input type="checkbox"/> Profession               | Wis  | = | + | + | + |
| <input type="checkbox"/> Read/Write Lang. (_____) | -    | = | + | + | + |
| <input type="checkbox"/> Read/Write Lang. (_____) | -    | = | + | + | + |
| <input type="checkbox"/> Read/Write Lang. (_____) | -    | = | + | + | + |
| <input type="checkbox"/> Repair ■                 | Int  | = | + | + | + |
| <input type="checkbox"/> Research                 | Int  | = | + | + | + |
| <input type="checkbox"/> Ride                     | Dex  | = | + | + | + |
| <input type="checkbox"/> Search                   | Int  | = | + | + | + |
| <input type="checkbox"/> Sense Motive             | Wis  | = | + | + | + |
| <input type="checkbox"/> Sleight of Hand ■        | Dex  | = | + | + | + |
| <input type="checkbox"/> Speak Lang. (_____)      | -    | = | + | + | + |
| <input type="checkbox"/> Speak Lang. (_____)      | -    | = | + | + | + |
| <input type="checkbox"/> Speak Lang. (_____)      | -    | = | + | + | + |
| <input type="checkbox"/> Spot                     | Wis  | = | + | + | + |
| <input type="checkbox"/> Survival                 | Wis  | = | + | + | + |
| <input type="checkbox"/> Swim                     | Str* | = | + | + | + |
| <input type="checkbox"/> Treat Injury             | Wis  | = | + | + | + |
| <input type="checkbox"/> Tumble ■                 | Dex* | = | + | + | + |
| <input type="checkbox"/>                          |      | = | + | + | + |
| <input type="checkbox"/>                          |      | = | + | + | + |
| <input type="checkbox"/>                          |      | = | + | + | + |

