

CHARACTER NAME

PLAYER

Paladin

CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas like HP = 10 + (Armor Bonus) + (Shield Bonus) + (DEX Modifier) + (Size Modifier) + (Natural Armor) + (Misc Modifier).

DAMAGE REDUCTION, HIT DIE TYPE (d10), and SPEED fields.

SAVING THROWS section for FORTITUDE, REFLEX, and WILL. Includes formulas for Total = Base Save + Ability Modifier + Magic Modifier + Misc Modifier + Temp. Modifier.

MELEE and RANGED attack bonus calculation boxes. Includes formulas for Total = Base Attack Bonus + STR Modifier + Size Modifier + Misc Modifier + Temp. Modifier.

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

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

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

AMMUNITION table with columns for ammunition types and quantities.

SKILLS section with a list of skills (Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore) and a table for skill ranks.

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.

