character name _____ player _____

class and level _____ race _____ alignment _____ deity _____

size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

Living Greyhawk

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points — TOTAL _____ WOUNDS/CURRENT HP _____ NONLETHAL DAMAGE _____

SPEED _____

AC armor class — _____ = 10 + ARMOR BONUS _____ + SHIELD BONUS _____ + DEX MODIFIER _____ + SIZE MODIFIER _____ + NATURAL ARMOR _____ + DEFLECTION MODIFIER _____ + MISC MODIFIER _____ (TOTAL _____)

DAMAGE REDUCTION _____

TOUCH armor class _____ **FLAT-FOOTED** armor class _____

INITIATIVE modifier _____ = DEX MODIFIER _____ + MISC MODIFIER _____ (TOTAL _____)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (constitution)						
REFLEX (dexterity)						
WILL (wisdom)						

conditional modifiers _____

BASE ATTACK BONUS _____ **SPELL RESISTANCE** _____

GRAPPLE modifier _____ = BASE ATTACK BONUS _____ + STRENGTH MODIFIER _____ + SIZE MODIFIER _____ + MISC MODIFIER _____ (TOTAL _____)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) /

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
☐	Appraise ■	int		=	+	+
☐	Balance ■	dex*		=	+	+
☐	Bluff ■	cha		=	+	+
☐	Climb ■	str*		=	+	+
☐	Concentration ■	con		=	+	+
☐	Craft ■ (_____)	int		=	+	+
☐	Craft ■ (_____)	int		=	+	+
☐	Craft ■ (_____)	int		=	+	+
☐	Decipher Script	int		=	+	+
☐	Diplomacy ■	cha		=	+	+
☐	Disable Device	int		=	+	+
☐	Disguise ■	cha		=	+	+
☐	Escape Artist ■	dex*		=	+	+
☐	Forgery ■	int		=	+	+
☐	Gather Information ■	cha		=	+	+
☐	Handle Animal	cha		=	+	+
☐	Heal ■	wis		=	+	+
☐	Hide ■	dex*		=	+	+
☐	Intimidate ■	cha		=	+	+
☐	Jump ■	str*		=	+	+
☐	Knowledge (_____)	int		=	+	+
☐	Knowledge (_____)	int		=	+	+
☐	Knowledge (_____)	int		=	+	+
☐	Knowledge (_____)	int		=	+	+
☐	Knowledge (_____)	int		=	+	+
☐	Listen ■	wis		=	+	+
☐	Move Silently ■	dex*		=	+	+
☐	Open Lock	dex		=	+	+
☐	Perform (_____)	cha		=	+	+
☐	Perform (_____)	cha		=	+	+
☐	Perform (_____)	cha		=	+	+
☐	Profession (_____)	wis		=	+	+
☐	Profession (_____)	wis		=	+	+
☐	Ride ■	dex		=	+	+
☐	Search ■	int		=	+	+
☐	Sense Motive ■	wis		=	+	+
☐	Sleight of Hand	dex*		=	+	+
☐	Spellcraft	int		=	+	+
☐	Spot ■	wis		=	+	+
☐	Survival ■	wis		=	+	+
☐	Swim ■	str*		=	+	+
☐	Tumble	dex*		=	+	+
☐	Use Magic Device	cha		=	+	+
☐	Use Rope ■	dex		=	+	+
☐	_____	____		=	+	+
☐	_____	____		=	+	+
☐	_____	____		=	+	+

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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Living Greyhawk
campaign

Home Region

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG/AR	WT.	ITEM	PG/AR	WT.
			TOTAL WEIGHT CARRIED		

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

MONEY

cp —

sp —

gp —

pp —

FEATS

PG.

SPECIAL ABILITIES

PG.

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE DC MOD

ARCANE SPELL FAILURE %

conditional modifiers

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

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