

character name _____ player _____
 class _____ race _____ alignment _____ deity _____
 level _____ size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____

Living Greyhawk

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	ABILITY COST	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR strength						HP hit points					
DEX dexterity						AC armor class	TOTAL = 10 +	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER
CON constitution						INITIATIVE modifier	TOTAL =			NATURAL ARMOR	MISC MODIFIER
INT intelligence						BASE ATTACK bonus				MISS CHANCE	ARCANE SPELL FAILURE
WIS wisdom										ARMOR CHECK PENALTY	SPELL RESISTANCE
CHA charisma											

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

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

GROSS CLASS	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
	<input type="checkbox"/> Alchemy	int			
	<input type="checkbox"/> Animal empathy	cha			
	<input type="checkbox"/> Appraise r	int			
	<input type="checkbox"/> Balance r	dex*			
	<input type="checkbox"/> Bluff r	cha			
	<input type="checkbox"/> Climb r	str*			
	<input type="checkbox"/> Concentration r	con			
	<input type="checkbox"/> Craft r (_____)	int			
	<input type="checkbox"/> Decipher Script	int			
	<input type="checkbox"/> Diplomacy r	cha			
	<input type="checkbox"/> Disable Device	int			
	<input type="checkbox"/> Disguise r	cha			
	<input type="checkbox"/> Escape Artist r	dex*			
	<input type="checkbox"/> Forgery r	int			
	<input type="checkbox"/> Gather Information r	cha			
	<input type="checkbox"/> Handle Animal	cha			
	<input type="checkbox"/> Heal r	wis			
	<input type="checkbox"/> Hide r	dex*			
	<input type="checkbox"/> Innuendo	wis			
	<input type="checkbox"/> Intimidate r	cha			
	<input type="checkbox"/> Intuit Direction	wis			
	<input type="checkbox"/> Jump r	str*			
	<input type="checkbox"/> Knowledge (arcana)	int			
	<input type="checkbox"/> Knowledge (architecture & engineering)	int			
	<input type="checkbox"/> Knowledge (geography)	int			
	<input type="checkbox"/> Knowledge (history)	int			
	<input type="checkbox"/> Knowledge (local)	int			
	<input type="checkbox"/> Knowledge (nature)	int			
	<input type="checkbox"/> Knowledge (nobility & royalty)	int			
	<input type="checkbox"/> Knowledge (the planes)	int			
	<input type="checkbox"/> Knowledge (religion)	int			
	<input type="checkbox"/> Listen r	wis			
	<input type="checkbox"/> Move Silently r	dex*			
	<input type="checkbox"/> Open Lock	dex			
	<input type="checkbox"/> Perform r (_____)				
	<input type="checkbox"/> Pick Pocket	cha			
	<input type="checkbox"/> Profession (_____)	dex*			
	<input type="checkbox"/> Read lips	wis			
	<input type="checkbox"/> Ride r	int			
	<input type="checkbox"/> Scry r	dex			
	<input type="checkbox"/> Search r	int			
	<input type="checkbox"/> Sense Motive r	int			
	<input type="checkbox"/> Spellcraft	wis			
	<input type="checkbox"/> Spot r	int			
	<input type="checkbox"/> Swim r	wis			
	<input type="checkbox"/> Tumble	str**			
	<input type="checkbox"/> Use Magic Device	dex*			
	<input type="checkbox"/> Use Rope r	dex			
	<input type="checkbox"/> Wilderness Lore r	wis			
	<input type="checkbox"/> _____				

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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.

