

CHARACTER NAME

PLAYER

Barbarian

CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

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

HP, AC, Initiative, and Base Attack Bonus calculation tables. Includes formulas for AC (10 + armor, shield, dex, size, natural, misc) and Base Attack Bonus.

Damage Reduction, Hit Die Type (d8), and Speed table.

Saving Throws table for Fortitude, Reflex, and Will, including formulas for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus tables with formulas for Total, Base Attack Bonus, STR Modifier, Size Modifier, Misc Modifier, and Temporary Modifier.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Armor/Protective Item table with columns for Armor/Protective Item, Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Shield/Protective Item, Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

AMMUNITION

Ammunition table with columns for Ammunition and quantity.

Skills table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

Skills list including 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 (Arcana, Architecture & Engineering, Geography, History, Local, Nature), Knowledge (Nobility & Royalty, The Planes, Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scribe, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

