

CHARACTER NAME _____ PLAYER _____
 RACE _____ CLAN/SUBRACE _____ SIZE _____ GENDER _____
 CLASS _____ LEVEL _____ ECL _____ ALIGNMENT _____ HONOR _____

DUNGEONS & DRAGONS®

ORIENTAL ADVENTURES CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR STRENGTH										
DEX DEXTERITY										
CON CONSTITUTION										
INT INTELLIGENCE										
WIS WISDOM										
CHA CHARISMA										

HP HIT POINTS	AC ARMOR CLASS	INITIATIVE MODIFIER	BASE ATTACK BONUS	SHADOWLANDS TAINT
$\square = 10 + \square + \square + \square + \square + \square + \square$	$\square = 10 + \square + \square + \square + \square + \square + \square$	$\square = \square + \square$	$\square = \square + \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square + \square$

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	$\square = \square + \square + \square + \square + \square + \square$						
REFLEX (DEXTERITY)	$\square = \square + \square + \square + \square + \square + \square$						
WILL (WISDOM)	$\square = \square + \square + \square + \square + \square + \square$						

MELEE ATTACK BONUS	RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$	$\square = \square + \square + \square + \square + \square + \square$

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

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CLASS SKILL	SKILLS					MAX RANKS	/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/> ALCHEMY	INT						
<input type="checkbox"/> ANIMAL EMPATHY	CHA						
<input type="checkbox"/> APPRAISE ■	INT						
<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"/> DECIPHER SCRIPT	INT						
<input type="checkbox"/> DIPLOMACY ■	CHA						
<input type="checkbox"/> DISABLE DEVICE	INT						
<input type="checkbox"/> DISGUISE ■	CHA						
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*						
<input type="checkbox"/> FORGERY ■	INT						
<input type="checkbox"/> GATHER INFORMATION ■	CHA						
<input type="checkbox"/> HANDLE ANIMAL	CHA						
<input type="checkbox"/> HEAL ■	WIS						
<input type="checkbox"/> HIDE ■	DEX*						
<input type="checkbox"/> IAIJUTSU FOCUS ■	CHA						
<input type="checkbox"/> INNUENDO	WIS						
<input type="checkbox"/> INTIMIDATE ■	CHA						
<input type="checkbox"/> INTUIT DIRECTION	WIS						
<input type="checkbox"/> JUMP ■	STR*						
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT						
<input type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT						
<input type="checkbox"/> KNOWLEDGE (BARBARIAN LORE)	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 (RELIGION)	INT						
<input type="checkbox"/> KNOWLEDGE (SHADOWLANDS/SPIRITS)	INT						
<input type="checkbox"/> KNOWLEDGE (WAR)	INT						
<input type="checkbox"/> LISTEN ■	WIS						
<input type="checkbox"/> MOVE SILENTLY ■	DEX*						
<input type="checkbox"/> OPEN LOCK	DEX						
<input type="checkbox"/> PERFORM ■ (_____)	CHA						
<input type="checkbox"/> PICK POCKET	DEX*						
<input type="checkbox"/> PROFESSION (_____)	WIS						
<input type="checkbox"/> READ LIPS	INT						
<input type="checkbox"/> RIDE ■ (_____)	DEX						
<input type="checkbox"/> SCRY ■	INT						
<input type="checkbox"/> SEARCH ■	INT						
<input type="checkbox"/> SENSE MOTIVE ■	WIS						
<input type="checkbox"/> SPELLCRAFT	INT						
<input type="checkbox"/> SPOT ■	WIS						
<input type="checkbox"/> SWIM ■	STR**						
<input type="checkbox"/> TUMBLE	DEX*						
<input type="checkbox"/> USE MAGIC DEVICE	CHA						
<input type="checkbox"/> USE ROPE ■	DEX						
<input type="checkbox"/> WILDERNESS LORE ■	WIS						

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Mark class skills with ☒. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

