

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 table.

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

Melee and Ranged Attack Bonus calculation boxes, including 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 table with columns for Ammunition and quantity indicators.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Alchemy, Appraise, Balance, Bluff, Climb, etc.

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.

