



CHARACTER RECORD SHEET

CHARACTER NAME REGION PLAYER NAME CLASS/LEVEL ECL RACE ALIGNMENT PATRON DEITY DOMAINS TYPE SIZE GENDER AGE HEIGHT WEIGHT EYES HAIR SKIN

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMP SCORE TEMP MODIFIER TOTAL HP HIT POINTS WOUNDS/CURRENT HP NONLETHAL DAMAGE SPEED STR STRENGTH DEX DEXTERITY AC ARMOR CLASS TOUCH ARMOR CLASS FLAT-FOOTED ARMOR CLASS INT INTELLIGENCE ARMOR CHECK PENALTY INITIATIVE MODIFIER WIS WISDOM CHA CHARISMA

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER FORTITUDE (CONSTITUTION) REFLEX (DEXTERITY) WILL (WISDOM) BASE ATTACK BONUS SPELL RESISTANCE SPELL FAILURE GRAPPLE MODIFIER MISS CHANCE MELEE ATTACK BONUS RANGED ATTACK BONUS

Table with 4 columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL. Multiple rows for recording attack details.

Table with 4 columns: AMMUNITION, NOTES/DESCRIPTION, QTY, USED. Rows for recording ammunition.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like APPRAISE, BALANCE, BLUFF, etc.

NOTES section for character record.

PHB 66: Table 4-5: Skill Synergies

