character name: Fighter 1
player: Dwarf

class and level

race | alignment | deity

LIVING GREYHAWK
CHARACTER RECORD SHEET

size | age | gender | height | weight | eyes | hair | skin

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength	18	+4		
DEX dexterity	14	+2		
CON constitution	16	+3		
INT intelligence	8	-1		
WIS wisdom	8	-1		
CHA charisma	6	-2		

	TOTAL
HP hitpoints	13

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED: 20ft

	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
AC armorclass	19	= 10 +	5 +	2 +	2 +	+	+	+

DAMAGE REDUCTION

TOUCH armorclass	12
FLAT-FOOTED armorclass	17

INITIATIVE modifier	2	=	2	+	
			DEX MODIFIER		MISC MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (constitution)	5	=	2	+ 3 +	+	+	+
REFLEX (dexterity)	2	=	0	+ 2 +	+	+	+
WILL (wisdom)	-1	=	0	+ -1 +	+	+	+

conditional modifiers

BASE ATTACK BONUS	+1

SPELL RESISTANCE

GRAPPLE modifier	+5	=	+1	+	4	+	0	+	
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Dwarven Waraxe	+6	1d10+4	×3

RANGE	TYPE	NOTES
	slashing	

Ammunition _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Club	+5	1d6+4	×2

RANGE	TYPE	NOTES
10ft.	bludgeoning	Attack only +3 if thrown.

Ammunition _____ □

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

Ammunition _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

Ammunition _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

Ammunition _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

SKILLS

MAX RANKS (CLASS/CROSS CLASS): 4 / 2

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
□	Appraise ■	int	-1	=	-1 +	+	
□	Balance ■	dex*	-5	=	2 +	+	-7
□	Bluff ■	cha	-2	=	-2 +	+	
⊠	Climb ■	str*	-3	=	4 +	+	-7
□	Concentration	con	-	=	3 +	+	
⊠	Craft ■ (_____)	int	-1	=	-1 +	+	
⊠	Craft ■ (_____)	int	-1	=	-1 +	+	
⊠	Craft ■ (_____)	int	-1	=	-1 +	+	
□	Decipher Script	int	-	=	-1 +	+	
□	Diplomacy ■	cha	-2	=	-2 +	+	
□	Disable Device	int	-	=	-1 +	+	
□	Disguise ■	cha	-2	=	-2 +	+	
□	Escape Artist ■	dex*	-5	=	2 +	+	-7
□	Forgery ■	int	-1	=	-1 +	+	
□	Gather Information ■	cha	-2	=	-2 +	+	
⊠	Handle Animal	cha	-	=	-2 +	+	
□	Heal ■	wis	-1	=	-1 +	+	
□	Hide ■	dex*	-5	=	2 +	+	-7
⊠	Inimidate ■	cha	2	=	-2 +	4 +	
⊠	Jump ■	str*	-3	=	4 +	+	-7
□	Knowledge (_____)	int	-	=	-1 +	+	
□	Knowledge (_____)	int	-	=	-1 +	+	
□	Knowledge (_____)	int	-	=	-1 +	+	
□	Knowledge (_____)	int	-	=	-1 +	+	
□	Knowledge (_____)	int	-	=	-1 +	+	
□	Listen ■	wis	-1	=	-1 +	+	
□	Move Silently ■	dex*	-5	=	2 +	+	-7
□	Open Lock	dex	-	=	2 +	+	
□	Perform (_____)	cha	-	=	-2 +	+	
□	Perform (_____)	cha	-	=	-2 +	+	
□	Perform (_____)	cha	-	=	-2 +	+	
□	Profession (_____)	wis	-	=	-1 +	+	
□	Profession (_____)	wis	-	=	-1 +	+	
⊠	Ride ■	dex	2	=	2 +	+	
□	Search ■	int	-1	=	-1 +	+	
□	Sense Motive ■	wis	-1	=	-1 +	+	
□	Sleight of Hand ■	dex*	-	=	2 +	+	-7
□	Spellcraft	int	-	=	-1 +	+	
□	Spot ■	wis	-1	=	-1 +	+	
□	Survival ■	wis	-1	=	-1 +	+	
⊠	Swim ■	str*	-10	=	4 +	+	-14
□	Tumble	dex*	-	=	2 +	+	-7
□	Use Magic Device	cha	-2	=	-2 +	+	
⊠	Use Rope ■	dex	2	=	2 +	+	
□	_____	___		=	+	+	
□	_____	___		=	+	+	
□	_____	___		=	+	+	
□	_____	___		=	+	+	
□	_____	___		=	+	+	

Living Greyhawk

campaign

_____

home region

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ACBONUS	MAXDEX
Chainmail	medium	+5	+2

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5	30%	20ft.	40	

SHIELD/PROTECTIVE ITEM

	ACBONUS	WEIGHT	CHECKPENALTY
Shield, heavy wooden	+2	10	-2

SPELL FAILURE	SPECIALPROPERTIES
15%	

SHIELD/PROTECTIVE ITEM

	ACBONUS	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

	ACBONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG/AR	WT.	ITEM	PG/AR	WT.
Explorer's Outfit	131	8	Rope (Hempen 50ft.)	127	10
Crowbar	126	5	Pouch	127	0,5
Sack	127	0,5	Waterskin	127	4
Whetstone	128	1	Bedroll	126	5
Club	115	3	Waraxe, Dwarven	121	8
			TOTAL WEIGHT CARRIED	95	

100	200	300	300	600	1500
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
			EQUALS MAX LOAD	2 × MAX LOAD	5 × MAX LOAD

MONEY

cp -

sp -

gp -   45

pp -

FEATS

Power Attack

Weapon Focus (Dwarven Waraxe)

SPECIAL ABILITIES

+1 attack against orcs and goblinoids

+2 racial bonus on appraise and craft checks related to stone ot metal

+2 racial bonus on 'saving throws' against 'spells'/spell like effects

+4 dodge bonus to Armor Class against monsters of giant type

Stability

Stonecunning

Darkvision 60ft.

LANGUAGES

Common, Dwarven

SPELLS

DOMAINS/SPECIALITY SCOOL

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE

	DC MOD

ARCANE SPELL FAILURE

		%

SPELLS KNOWN	SPELL SAVE	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		