

character name
Fighter 1
class and level

player
Human
race alignment deity



CHARACTER RECORD SHEET

| | | | | | | | | | | | | | |
|--|-------------|----------------------------|---|-----------------|--------------------|------------------------------------|--|------------------|--------------------|-----------------------|---------------|---------------------|---------------|
| size | age | gender | height | weight | eyes | hair | skin | | | | | | |
| | | | | | | | | | | | | | |
| ABILITY NAME | | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | NONLETHAL DAMAGE | | SPEED | | | |
| STR strength | 18 | +4 | | | | HP hitpoints 12 | | | | 30ft | | | |
| DEX dexterity | 14 | +2 | | | | AC armorclass 18 | = 10 + 4 + 2 + 2 + + + + | | | DAMAGE REDUCTION | | | |
| CON constitution | 14 | +2 | | | | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC MODIFIER |
| INT intelligence | 8 | -1 | | | | TOUCH armorclass 12 | FLAT-FOOTED armorclass 16 | | | | | | |
| WIS wisdom | 8 | -1 | | | | INITIATIVE modifier 2 | = 2 + + | DEX MODIFIER | MISC MODIFIER | | | | |
| CHA charisma | 8 | -1 | | | | | | | | | | | |
| SAVING THROWS | | | | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | conditional modifiers | | | |
| FORTITUDE (constitution) | 4 | = 2 | + 2 | | | | | | | | | | |
| REFLEX (dexterity) | 2 | = 0 | + 2 | | | | | | | | | | |
| WILL (wisdom) | -1 | = 0 | + -1 | | | | | | | | | | |
| 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 | | | | | |
| Bastard sword | | | | + 5 | | 1d10 + 4 | | 19-20/x2 | | | | | |
| RANGE | TYPE | NOTES | | | | | | | | | | | |
| | slashing | | | | | | | | | | | | |
| Ammunition _____ | | | | | | | | | | | | | |
| ATTACK | | | | ATTACK BONUS | | DAMAGE | | CRITICAL | | | | | |
| Club | | | | + 5 | | 1d6 + 4 | | x 2 | | | | | |
| RANGE | TYPE | NOTES | | | | | | | | | | | |
| 10ft. | bludgeoning | Attack only + 3 if thrown. | | | | | | | | | | | |
| Ammunition _____ □ | | | | | | | | | | | | | |
| ATTACK | | | | ATTACK BONUS | | DAMAGE | | CRITICAL | | | | | |
| Shortbow | | | | + 3 | | 1d6 | | x 3 | | | | | |
| RANGE | TYPE | NOTES | | | | | | | | | | | |
| 60ft. | piercing | | | | | | | | | | | | |
| Ammunition _____ □□□□□ □□□□□ □□□□□ □□□□□ | | | | | | | | | | | | | |
| ATTACK | | | | ATTACK BONUS | | DAMAGE | | CRITICAL | | | | | |
| | | | | | | | | | | | | | |
| RANGE | TYPE | NOTES | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| Ammunition _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ | | | | | | | | | | | | | |
| ATTACK | | | | ATTACK BONUS | | DAMAGE | | CRITICAL | | | | | |
| | | | | | | | | | | | | | |
| RANGE | TYPE | NOTES | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| Ammunition _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ | | | | | | | | | | | | | |

