

CHARACTER NAME

PLAYER

Barbarian

LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP HIT POINTS, AC ARMOR CLASS, TOUCH ARMOR CLASS, FLAT-FOOTED ARMOR CLASS, INITIATIVE MODIFIER, WOUNDS/CURRENT HP, NONLETHAL DAMAGE, SPEED, DAMAGE REDUCTION.

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM). Includes fields for TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC MODIFIER, TEMPORARY MODIFIER, and CONDITIONAL MODIFIERS.

BASE ATTACK BONUS, SPELL RESISTANCE, GRAPPLE MODIFIER. Includes calculation fields for TOTAL, BASE ATTACK BONUS, STRENGTH MODIFIER, SIZE MODIFIER, and MISC MODIFIER.

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES.

AMMUNITION

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SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER.

- List of skills including APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE, LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN

EXPERIENCE POINTS

CLASS FEATURES

RAGE TIMES / DAY USED

RAGE DURATION: ROUNDS

TRAP SENSE

DAMAGE REDUCTION

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SHEILD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>
SPELL FAILURE	SPECIAL PROPERTIES			
<input type="text"/>	<input type="text"/>			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

MONEY

CP —
SP —
GP —
PP —

FEATS

PG.

SPECIAL ABILITIES

PG.

NOTES

LANGUAGES

Literate? (2 skill points)
Initial languages = Common + racial languages + one per point of Int bonus

