

CHARACTER NAME

PLAYER

Fighter

LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

HP Hit Points, AC Armor Class, and WOUNDS/CURRENT HP sections. Includes formulas for AC: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier.

TOUCH ARMOR CLASS, FLAT-FOOTED ARMOR CLASS, and INITIATIVE MODIFIER sections. Includes formulas for Initiative: Initiative = Base Initiative + DEX Modifier + Misc Modifier.

SAVING THROWS section including FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom). Includes formulas for each: Save = Base Save + Ability Modifier + Magic Modifier + Misc Modifier + Temporary Modifier.

BASE ATTACK BONUS and SPELL RESISTANCE sections. Includes formula for Grapple Modifier: Grapple Modifier = Base Attack Bonus + Strength Modifier + Size Modifier + Misc Modifier.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical. Includes a NOTES column.

AMMUNITION section with a row of 20 checkboxes for tracking ammunition.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical. Includes a NOTES column.

AMMUNITION section with a row of 20 checkboxes for tracking ammunition.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical. Includes a NOTES column.

AMMUNITION section with a row of 20 checkboxes for tracking ammunition.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical. Includes a NOTES column.

AMMUNITION section with a row of 20 checkboxes for tracking ammunition.

ATTACK table with columns for Range, Type, Attack Bonus, Damage, and Critical. Includes a NOTES column.

AMMUNITION section with a row of 20 checkboxes for tracking ammunition.

SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Includes a MAX RANKS (CLASS/CROSS-CLASS) column.

- 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, and Use Rope. Each skill has a corresponding ability and a grid for ranks.

■ 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

### GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHEILD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

### OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			<b>TOTAL WEIGHT CARRIED</b>		

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 —

### CLASS FEATURES

BONUS FIGHTER FEATS

- BLIND-FIGHT
- COMBAT EXPERTISE
  - IMPROVED DISARM
  - IMPROVED FEINT
  - IMPROVED TRIP
  - WHIRLWIND ATTACK [+ DODGE, + MOBILITY, + SPRING ATTACK]
- COMBAT REFLEXES
- DODGE
  - MOBILITY
  - SPRING ATTACK
- EXOTIC WEAPON PROFICIENCY  
 (      )
- EXOTIC WEAPON PROFICIENCY  
 (      )
- EXOTIC WEAPON PROFICIENCY  
 (      )
- IMPROVED CRITICAL  
 (      )
- IMPROVED CRITICAL  
 (      )
- IMPROVED INITIATIVE
- IMPROVED UNARMED STRIKE
  - IMPROVED GRAPPLE
  - DEFLECT ARROWS
  - SNATCH ARROWS
  - STUNNING FIST
- MOUNTED COMBAT
  - MOUNTED ARCHERY
  - RIDE-BY ATTACK
  - SPIRITED CHARGE
  - TRAMPLE
- POINT BLANK SHOT
  - FAR SHOT
  - PRECISE SHOT
  - IMPROVED PRECISE SHOT
  - RAPID SHOT
  - MANYSHOT
  - SHOT ON THE RUN
- POWER ATTACK
  - CLEAVE
  - GREAT CLEAVE
  - IMPROVED BULL RUSH
  - IMPROVED OVERRUN
  - IMPROVED SUNDER
- QUICK DRAW
- RAPID RELOAD
- IMPROVED SHEILD BASH [+ SHEILD PROFICIENCY]
- TWO-WEAPON FIGHTING
  - TWO-WEAPON DEFENSE
  - IMPROVED TWO-WEAPON FIGHTING
  - GREATER TWO-WEAPON FIGHTING
- WEAPON FINESSE
- WEAPON FOCUS  
 (      )
  - WEAPON SPECIALIZATION
  - GREATER WEAPON FOCUS
  - GREATER WEAPON SPECIALIZATION
- WEAPON FOCUS  
 (      )
  - WEAPON SPECIALIZATION
  - GREATER WEAPON FOCUS
  - GREATER WEAPON SPECIALIZATION

### FEATS

PG.

### SPECIAL ABILITIES

PG.

### LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus