



CHARACTER NAME _____ PLAYER _____

CLASS _____ BACKGROUND _____ LEVEL _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

CHARACTER RECORD SHEETS

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, Defense, Initiative, and Base Attack Bonus calculation boxes.

HIT DIE TYPE and SPEED (MISS CHANCE, ARMOR CHECK PENALTY, WEAVE RESISTANCE) fields.

Saving Throws (Fortitude, Reflex, Will) calculation boxes.

Melee and Ranged Attack Bonus calculation boxes.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table (duplicate).

Weapon table (duplicate).

Armor/Protective Item table with columns for Item, Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Item, Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and checkboxes for each.

Skills table header with columns for Skill Name, Key Ability, Ability Modifier, Ranks, Misc. Modifier, and Skill Modifier.

- List of skills including Animal Empathy, Appraise, Balance, Bluff, Climb, Composure, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Age of Legends, Arcana, Architecture & Engineering, Blight, Geography, History, Local, Nature), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Read Lips, Ride, Search, Sense Motive, Spot, Swim, Tumble, Use Rope, Weavesight, and Wilderness Lore.

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Mark cross-class skills with ☒. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

