

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

RACE \_\_\_\_\_

CLAN/SUBRACE \_\_\_\_\_

SIZE \_\_\_\_\_

GENDER \_\_\_\_\_

CLASS \_\_\_\_\_

LEVEL \_\_\_\_\_

ECL \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

HONOR \_\_\_\_\_

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

**STR**  
STRENGTH

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**DEX**  
DEXTERITY

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CON**  
CONSTITUTION

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**INT**  
INTELLIGENCE

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**WIS**  
WISDOM

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**CHA**  
CHARISMA

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**FORTITUDE**  
(CONSTITUTION)

= \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX**  
(DEXTERITY)

= \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL**  
(WISDOM)

= \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

CONDITIONAL MODIFIERS

INITIATIVE MODIFIER

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK BONUS

TOTAL

SHADOWLANDS TAINT

**MELEE**  
ATTACK BONUS

TOTAL

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**RANGED**  
ATTACK BONUS

TOTAL

BASE ATTACK BONUS

DEX MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

**WEAPON**

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

**WEAPON**

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

**WEAPON**

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

**ARMOR/PROTECTIVE ITEM**

TYPE

ARMOR BONUS

MAX DEX BONUS

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

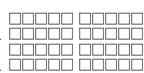
**SHIELD/PROTECTIVE ITEM**

ARMOR BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

**SPECIAL PROPERTIES****AMMUNITION****ORIENTAL ADVENTURES  
CHARACTER RECORD SHEET****SPEED**

HP HIT POINTS	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	
= 10+	_____ + _____ + _____ + _____ + _____	ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MISC MODIFIER	_____ + _____ + _____ + _____ + _____	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY

**SKILLS**

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	ALCHEMY	INT	= + + +			
<input type="checkbox"/>	ANIMAL EMPATHY	CHA	= + + +			
<input type="checkbox"/>	APPRAISE ■	INT	= + + +			
<input type="checkbox"/>	BALANCE ■	DEX*	= + + +			
<input type="checkbox"/>	BLUFF ■	CHA	= + + +			
<input type="checkbox"/>	CLIMB ■	STR*	= + + +			
<input type="checkbox"/>	CONCENTRATION ■	CON	= + + +			
<input type="checkbox"/>	CRAFT ■ ( _____ )	INT	= + + +			
<input type="checkbox"/>	DECIPHER SCRIPT	INT	= + + +			
<input type="checkbox"/>	DIPLOMACY ■	CHA	= + + +			
<input type="checkbox"/>	DISABLE DEVICE	INT	= + + +			
<input type="checkbox"/>	DISGUISE ■	CHA	= + + +			
<input type="checkbox"/>	ESCAPE ARTIST ■	INT	= + + +			
<input type="checkbox"/>	FORGERY ■	DEX*	= + + +			
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	= + + +			
<input type="checkbox"/>	HANDLE ANIMAL	CHA	= + + +			
<input type="checkbox"/>	HEAL ■	WIS	= + + +			
<input type="checkbox"/>	HIDE ■	DEX*	= + + +			
<input type="checkbox"/>	IAIJUTSU FOCUS ■	CHA	= + + +			
<input type="checkbox"/>	INNUENDO	WIS	= + + +			
<input type="checkbox"/>	INTIMIDATE ■	CHA	= + + +			
<input type="checkbox"/>	INTUIT DIRECTION	WIS	= + + +			
<input type="checkbox"/>	JUMP ■	STR*	= + + +			
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (BARBARIAN LORE)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (SHADOWLANDS/SPIRITS)	INT	= + + +			
<input type="checkbox"/>	KNOWLEDGE (WAR)	INT	= + + +			
<input type="checkbox"/>	LISTEN ■	WIS	= + + +			
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	= + + +			
<input type="checkbox"/>	OPEN LOCK	DEX	= + + +			
<input type="checkbox"/>	PERFORM ■ ( _____ ) ( _____ )	CHA	= + + +			
<input type="checkbox"/>	PICK POCKET	DEX*	= + + +			
<input type="checkbox"/>	PROFESSION ( _____ )	WIS	= + + +			
<input type="checkbox"/>	READ LIPS	INT	= + + +			
<input type="checkbox"/>	RIDE ■ ( _____ )	DEX	= + + +			
<input type="checkbox"/>	SCRY ■	INT	= + + +			
<input type="checkbox"/>	SEARCH ■	INT	= + + +			
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	= + + +			
<input type="checkbox"/>	SPELLCRAFT	INT	= + + +			
<input type="checkbox"/>	SPOT ■	WIS	= + + +			
<input type="checkbox"/>	SWIM ■	STR**	= + + +			
<input type="checkbox"/>	TUMBLE	DEX*	= + + +			
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	= + + +			
<input type="checkbox"/>	USE ROPE ■	DEX	= + + +			
<input type="checkbox"/>	WILDERNESS LORE ■	WIS	= + + +			

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.  
Mark class skills with ☐. \*ARMOR CHECK PENALTY, if any, applies.

\*\* -1 per 5 lb. of gear.

## SPECIAL ABILITIES/FEATS

## SPELLS

CAMPAIGN

EXPERIENCE POINTS

## GEAR

ITEM	WT.	ITEM	WT.
TOTAL WEIGHT CARRIED			

## MONEY

CP —

SP —

GP —

PP —

## SPECIAL ABILITIES/FEATS

## SPELLS

Indicate element of spell when appropriate:  
A = air; E = earth; F = fire; M = metal; V =  
Void; Wo = wood; Wa = water.  
0: \_\_\_\_\_

1ST: \_\_\_\_\_

2ND: \_\_\_\_\_

3RD: \_\_\_\_\_

4TH: \_\_\_\_\_

5TH: \_\_\_\_\_

6TH: \_\_\_\_\_

7TH: \_\_\_\_\_

8TH: \_\_\_\_\_

9TH: \_\_\_\_\_

## SPELL SAVE

DC MOD

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

## LANGUAGES

Initial languages = Common + racial languages + Int bonus  
Each additional language (Speak Language) = \_\_\_ skill points

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0	<input type="checkbox"/>	0
	1ST	<input type="checkbox"/>	
	2ND	<input type="checkbox"/>	
	3RD	<input type="checkbox"/>	
	4TH	<input type="checkbox"/>	
	5TH	<input type="checkbox"/>	
	6TH	<input type="checkbox"/>	
	7TH	<input type="checkbox"/>	
	8TH	<input type="checkbox"/>	
	9TH	<input type="checkbox"/>	

## NUMBER OF SPELLS KNOWN

0	1ST	2ND
3RD	4TH	5TH
6TH	7TH	8TH
9TH		