

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
**Druid** CLASS \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_



CHARACTER RECORD SHEETS

LEVEL \_\_\_\_\_ SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP** HIT POINTS  **WOUNDS/CURRENT HP**

**AC** ARMOR CLASS  = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (MISC MODIFIER)

**INITIATIVE** MODIFIER  =  (DEX MODIFIER) +  (MISC MODIFIER)

**BASE ATTACK** BONUS

**DAMAGE REDUCTION**  **HIT DIE TYPE**

**SPEED**

**MISS CHANCE**  **ARMOR CHECK PENALTY**  **SPELL RESISTANCE**

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION)  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC. MODIFIER) +  (TEMPORARY MODIFIER) +  (CONDITIONAL MODIFIERS)

**REFLEX** (DEXTERITY)  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC. MODIFIER) +  (TEMPORARY MODIFIER) +  (CONDITIONAL MODIFIERS)

**WILL** (WISDOM)  =  (BASE SAVE) +  (ABILITY MODIFIER) +  (MAGIC MODIFIER) +  (MISC. MODIFIER) +  (TEMPORARY MODIFIER) +  (CONDITIONAL MODIFIERS)

**MELEE** ATTACK BONUS  =  (BASE ATTACK BONUS) +  (STR MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER) +  (TEMPORARY MODIFIER)

**RANGED** ATTACK BONUS  =  (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**

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GROSS CLASS	SKILLS		MAX RANKS			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input checked="" type="checkbox"/>	ALCHEMY	INT				
<input type="checkbox"/>	ANIMAL EMPATHY	CHA				
<input checked="" type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input checked="" type="checkbox"/>	BLUFF ■	CHA				
<input checked="" type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT ■ ( _____ )	INT				
<input type="checkbox"/>	DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT				
<input checked="" type="checkbox"/>	DISGUISE ■	CHA				
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/>	FORGERY ■	INT				
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input checked="" type="checkbox"/>	HIDE ■	DEX*				
<input checked="" type="checkbox"/>	INUENDO	WIS				
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	INTUIT DIRECTION	WIS				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input checked="" type="checkbox"/>	LISTEN ■	WIS				
<input checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/>	OPEN LOCK	DEX				
<input checked="" type="checkbox"/>	PERFORM ■ ( _____ )					
<input checked="" type="checkbox"/>	PICK POCKET	DEX*				
<input type="checkbox"/>	PROFESSION ( _____ )	WIS				
<input checked="" type="checkbox"/>	RIDE ■ ( _____ )	DEX				
<input type="checkbox"/>	SCRY ■	INT				
<input checked="" type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SWIM ■	STR**				
<input checked="" type="checkbox"/>	TUMBLE	DEX*				
<input checked="" 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. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.

