CHARACTER NAME | PLAYER

AFFILIATION | RANK | BACKGROUND

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR

CLASS 1/LEVEL | CLASS 2/LEVEL | CLASS 3/LEVEL

Real Life Roleplaying™

d20 system

CHARACTER RECORD SHEET

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

HP HIT POINTS — TOTAL ____ — WOUNDS/CURRENT HP ____ — SUBDUAL DAMAGE ____

AC ARMOR CLASS — TOTAL ____ = 10 + ARMOR BONUS + HELMET BONUS + DEX MOD + MISC BONUS + MISC BONUS + ARMOR CHECK PENALTY

SPEED ____

ARMOR TYPE ____

INITIATIVE MODIFIER — TOTAL ____ = DEX MOD + MISC MOD

MELEE ATTACK BONUS — TOTAL ____ = BASE ATTACK BONUS + STR MOD + MISC MOD + MISC MOD + TEMP. MODIFIER

RANGED ATTACK BONUS — TOTAL ____ = BASE ATTACK BONUS + DEX MOD + MISC MOD + MISC MOD + TEMP. MODIFIER

CONDITIONAL MODIFIERS

CONDITIONAL MODIFIERS

SAVING THROWS	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ ARMOR MODIFIER	+ MISC MOD	+ TEMP. MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

SKILLS

MAX RANKS /

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	= ABILITY MOD	+ RANKS	+ MISC MOD
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