



CHARACTER RECORD SHEET

CHARACTER NAME _____ ALIGNMENT _____ CHARACTER NUMBER _____

CHARACTER CLASS/LEVEL _____ DEITY _____ FACTION _____

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

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

HP HIT POINTS TOTAL DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = +

TOTAL DEX MODIFIER MISC MODIFIER

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BASE ATTACK BONUS **SPELL RESISTANCE**

CMB = + + +

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

SPEED LAND FT. SQ.

BASE SPEED WITH ARMOR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW FT.

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> APPRAISE	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CLIMB	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISABLE DEVICE*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> FLY	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HEAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> LINGUISTICS*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERCEPTION	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> RIDE	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SPELLCRAFT*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STEALTH	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SURVIVAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SWIM	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> USE MAGIC DEVICE*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

Classic		Core		SEASON 0
PC #	GM #	PC #	GM #	
				01: Silent Tide (1-5)
				02: The Hydra's Fang Incident (1-5)
				03: Murder on the Silken Caravan (1-5)
				04: The Frozen Fingers of Midnight (1-5)
				05: Mists of Mwangi (1-5)
				06: Black Waters (1-5)
				07: Among the Living (1-7)
				08: Slave Pits of Absalom (1-5)
				13: The Prince of Augustana (1-5)
				14: Many Fortunes of Grandmaster Torch (1-7)
				16: To Scale the Dragon (5-9)
				17: Perils of the Pirate Pact (1-7)
				20: King Xeros of Old Azlant (7-11)
				22: Fingerprints of the Fiend (7-11)
				23: Tides of Morning (1-5)
				24: Decline of Glory (1-7)
				26: Lost at Bitter End (7-11)
				27: Our Lady of Silver (5-9)
				28: Lyrics of Extinction (7-11)

Classic		Core		Free RPG Day Modules
PC #	GM #	PC #	GM #	
				We Be Goblins! (1-2)
				We Be Goblins Too! (2-4)
				Risen From the Sands (2-4)
				Dawn of the Scarlet Sun (4-6)

Classic		Core		SEASON 2 - Year of the Shadow Lodge
PC #	GM #	PC #	GM #	
				01: Before the Dawn I (1-7)
				02: Before the Dawn II (1-7)
				03: The Rebel's Ransom (5-9)
				04: Shadows Fall on Absalom (7-11)
				05: Eyes of the Ten III (13)
				06: The Heresy of Man I (5-9)
				07: The Heresy of Man II (5-9)
				08: The Sarkorian Prophecy (7-11)
				09: The Heresy of Man III (5-9)
				10: Fury of the Fiend (7-11)
				11: The Penumbra Accords (1-5)
				12: Below the Silver Tarn (7-11)
				13: Murder on the Throaty Mermaid (1-5)
				14: The Chasm of Screams (7-11)
				15: Shades of Ice I (1-5)
				16: The Flesh Collector (7-11)
				17: Shades of Ice II (1-5)
				18: Forbidden Furnace of Forgotten Koor (7-11)
				19: Shades of Ice III (1-5)
				20: Wrath of the Accursed (7-11)
				21: The Dalsine Affair (1-7)
				22: Eyes of the Ten IV (13)
				23: Shadow's Last Stand I (1-7)
				24: Shadow's Last Stand II (1-7)
				25: You Only Die Twice (5-9)
				26: The Mantis' Prey (7-11)
				SP: Year of the Shadow Lodge (1-11)

Classic		Core		SEASON 1
PC #	GM #	PC #	GM #	
				29: Devil We Know I (1-7)
				30: Devil We Know II (1-7)
				31: Sniper in the Deep (5-9)
				32: Drow of the Darkland Pyramid (7-11)
				33: Assault on the Kingdom of the Impossible (1-5)
				34: Encounter at the Drowning Stones (7-11)
				35: Voice in the Void (1-7)
				36: Echoes of the Everwar I (7-11)
				37: The Beggar's Pearl (1-7)
				38: No Plunder, No Pay (7-11)
				39: The Citadel Flame (1-5)
				40: Hall of Drunken Heroes (7-11)
				41: Devil We Know III (1-7)
				42: Echoes of the Everwar II (7-11)
				43: The Pallid Plague (1-7)
				44: Echoes of the Everwar III (7-11)
				45: Delirium's Tangle (1-5)
				46: Eyes of the Ten I (12)
				47: The Darkest Vengeance (1-5)
				48: Devil We Know IV (1-7)
				49: Among the Dead (1-7)
				50: Fortune's Blight (5-9)
				51: City of Strangers I (1-7)
				52: City of Strangers: Part 2 (1-7)
				53: Echoes of the Everwar IV (7-11)
				54: Eyes of the Ten II (12)
				55: The Infernal Vault (1-7)
				56: The Jester's Fraud (5-9)

Classic		Core		SEASON 3 - Year of the Ruby Phoenix
PC #	GM #	PC #	GM #	
				01: Frostfur Captives (1-5)
				02: Sewer Dragons of Absalom (3-7)
				03: The Ghennet Manor Gauntlet (5-9)
				04: The Kortos Envoy (7-11)
				05: Tide of Twilight (1-5)
				06: Song of the Sea Witch (3-7)
				07: Echoes of the Overwatched (1-5)
				08: Among the Gods (3-7)
				09: Quest for Perfection I (1-5)
				10: Immortal Conundrum (5-9)
				11: Quest for Perfection II (1-5)
				12: Wonders in the Weave I (5-9)
				13: Quest for Perfection III (1-5)
				14: Wonders in the Weave II (5-9)
				15: The Haunting of Hinojai (5-9)
				16: The Midnight Mauler (3-7)
				17: Red Harvest (7-11)
				18: The God's Market Gamble (1-5)
				19: The Icebound Outpost (1-5)
				20: Rats of Round Mountain I (7-11)
				21: The Temple of Empyrean Enlightenment (1-5)
				22: Rats of Round Mountain II (7-11)
				23: The Goblinblood Dead (1-5)
				24: The Golden Serpent (5-9)
				25: Storming the Diamond Gate (3-7)
				26: Portal of the Sacred Rune (7-11)
				SP: Blood Under Absalom (1-11)

Classic		Core		SEASON 4 - Year of the Risen Rune
PC #	GM #	PC #	GM #	
				01: Rise of the Goblin Guild (1-5)
				02: In Wrath's Shadow (3-7)
				03: The Golemworks Incident (5-9)
				04: King of the Storval Stairs (7-11)
				05: The Sanos Abduction (3-7)
				06: The Green Market (5-9)
				07: Severing Ties (1-5)
				08: The Cultist's Kiss (7-11)
				09: The Blakros Matrimony (3-7)
				10: Feast of Sigils (7-11)
				11: The Disappeared (1-5)
				12: The Refuge of Time (7-11)
				13: Fortress of the Nail (5-9)
				14: My Enemy's Enemy (3-7)
				15: The Cyphermage Dilemma (1-5)
				16: The Fabric of Reality (5-9)
				17: Tower of the Ironwood Watch (5-9)
				18: The Veteran's Vault (1-5)
				19: The Night March of Kalkamedes (1-5)
				20: Words of the Ancients (7-11)
				21: Way of the Kirin (3-7)
				22: Glories of the Past I (5-9)
				23: Rivalry's End (3-7)
				24: Glories of the Past II (5-9)
				25: Glories of the Past III (5-9)
				26: The Waking Rune (7-11)
				SP: Race for the Runecarved Key (1-12+)
				Ex: Ruins of Bonekeep I (3-7)

Classic		Core		SEASON 5 - Year of the Demon
PC #	GM #	PC #	GM #	
				01: The Glass River Rescue (1-5)
				02: The Wardstone Patrol (3-7)
				03: The Hellknight's Feast (5-9)
				04: The Stolen Heir (1-5)
				05: The Elven Entanglement (7-11)
				06: You Have What You Hold (3-7)
				07: Port Godless (5-9)
				08: The Confirmation (1-2)
				09: The Traitor's Lodge (3-7)
				10: Where Mammoths Dare Not Tread (7-11)
				11: Library of the Lion (1-5)
				12: Destiny of the Sands Part I (5-9)
				13: Weapon in the Rift (5-9)
				14: Day of the Demon (3-7)
				15: Destiny of the Sands Part II (1-5)
				16: Destiny of the Sands Part III (3-7)
				17: Fate of the Fiend (7-11)
				18: The Stranger Within (5-9)
				19: The Horn of Aroden (1-5)
				20: The Sealed Gate (7-11)
				21: The Merchant's Wake (1-5)
				22: Scars of the Third Crusade (1-5)
				23: Cairn of Shadows (5-9)
				24: Assault on the Wound (3-7)
				25: Vengeance at Sundered Crag (7-11)
				99: The Paths We Choose (3-7)
				SP: Siege of the Diamond City (1-15)
				Ex: Ruins of Bonekeep II (3-7)

Classic		Core		SEASON 6 - Year of the Sky Key
PC #	GM #	PC #	GM #	
				01: Trial by Machine (1-5)
				02: The Silver Mount Collection (3-7)
				03: The Technic Siege (5-9)
				04: Beacon Below (7-11)
				05: Slave Ships of Absalom (1-5)
				06: Hall of the Flesh Eaters (1-5)
				07: Valley of the Veiled Flame (5-9)
				08: The Segang Expedition (1-5)
				09: By Way of Bloodcove (3-7)
				10: The Wounded Wisp (1-2)
				11: The Slave Master's Mirror (3-7)
				12: Scions of the Sky Key I (1-5)
				13: Of Kirin and Kraken (7-11)
				14: Scions of the Sky Key II (1-5)
				15:
				16: Scions of the Sky Key III (1-5)
				17:
				18:
				19:
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				21:
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				24:
				25:
				26:
				SP: Legacy of the Stonelords (1-11)
				Ex: Ruins of Bonekeep III (5-9)

Classic		Core		SEASON 7 -
PC #	GM #	PC #	GM #	
				01:
				02:
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				18:
				19:
				20:
				21:
				22:
				23:
				24:
				25:
				26:
				SP:
				Ex: Ruins of Bonekeep IV (5-9)