CHARACTER _____

CAMPAIGN _____

PLAYER _____

Kingdoms of Kalamar

CLASS _____

LEVEL _____

ALIGNMENT _____

RACE _____

SUBRACE _____

SIZE _____

DEITY _____

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

TOTAL   CURRENT HP/wounds   NONLETHAL DAMAGE

HP Hit Points

AC Armor Class

AC
_____ FLAT-FOOTED
_____ TOUCH

AC = 10 +

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

SPEED
_____ BASE
_____ RUN (4X)
_____ ARMORED

BASE ATTACK BONUS

INITIATIVE
MODIFIER _____ = _____ + _____
TOTAL   DEX MODIFIER   MISC. MODIFIER

GRAPPLE MODIFIER

MELEE ATTACK BONUS	TOTAL	=	BASE ATTACK BONUS	+	STR MODIFIER	+	SIZE MODIFIER	+	MISC. MODIFIER	+	TEMP. MODIFIER

RANGED ATTACK BONUS	TOTAL	=	BASE ATTACK BONUS	+	DEX MODIFIER	+	SIZE MODIFIER	+	MISC. MODIFIER	+	TEMP. MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
FORTITUDE (Constitution)		=		+		+		+		+	
REFLEX (Dexterity)		=		+		+		+		+	
WILL (Wisdom)		=		+		+		+		+	

WEAPON	RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/Protective Item

	TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT

CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES

SHIELD/Protective Item

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

AMMUNITION

_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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_____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

CROSS-CLASS   MAX. # RANKS _____ / _____

SKILLS (Untrained)*	KEY ABILITY	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER	=	SKILL MODIFIER
☐ APPRAISE	INT		+		+		=	
☐ BALANCE	DEX**		+		+		=	
☐ BLUFF	CHA		+		+		=	
☐ CLIMB	STR**		+		+		=	
☐ CONCENTRATION	CON		+		+		=	
☐ DIPLOMACY	CHA		+		+		=	
☐ DISGUISE	CHA		+		+		=	
☐ ESCAPE ARTIST	DEX**		+		+		=	
☐ FORGERY	INT		+		+		=	
☐ GATHER INFORMATION	CHA		+		+		=	
☐ HEAL	WIS		+		+		=	
☐ HIDE	DEX**		+		+		=	
☐ INTIMIDATE	CHA		+		+		=	
☐ JUMP	STR**		+		+		=	
☐ LISTEN	WIS		+		+		=	
☐ MOVE SILENTLY	DEX**		+		+		=	
☐ RIDE (_____)	DEX		+		+		=	
☐ SEARCH	INT		+		+		=	
☐ SENSE MOTIVE	WIS		+		+		=	
☐ SPOT	WIS		+		+		=	
☐ SURVIVAL	WIS		+		+		=	
☐ SWIM	STR**		+		+		=	
☐ USE ROPE	DEX		+		+		=	

SKILLS (Trained Only)	KEY ABILITY	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER	=	SKILL MODIFIER
☐ _____			+		+		=	
☐ _____			+		+		=	
☐ _____			+		+		=	
☐ _____			+		+		=	
☐ _____			+		+		=	
☐ _____			+		+		=	
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☐ _____			+		+		=	
☐ _____			+		+		=	
☐ _____			+		+		=	

*These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an ☒ to the left of the skill name.
**Armor Check Penalty, if any, applies.

Gear/Items carried or stowed

Item	Weight	Item	Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Total Weight worn/wielded: _____

Total Weight carried: _____

Special Abilities/Feats

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
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_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Encumbrance

Light Load: _____   Medium Load: _____   Heavy Load: _____

Lift over Head: _____   Lift off ground: _____   Push or Drag: _____

EQUALS MAX LOAD   2X MAX LOAD   5X MAX LOAD

Languages

INITIAL LANGUAGES = racial/national lang. + region/secondary lang. + INT bonus

_____ _____
_____ _____
_____ _____
_____ _____

Description

Age: _____   Gender: _____

Height: _____   Weight: _____

Eye Color: _____   Hair Color: _____

General Description: _____
_____

Place of Origin: _____

Notes: _____
_____

Spells

Number of Spells Known

0 _____   1st _____   2nd _____   3rd _____   4th _____

5th _____   6th _____   7th _____   8th _____   9th _____

Spell Save DC	Level	Spells Per Day	Bonus Spells		
☐	0	☐	0	_____	_____
☐	1st	☐	☐	_____	_____
☐	2nd	☐	☐	_____	_____
☐	3rd	☐	☐	_____	_____
☐	4th	☐	☐	_____	_____
☐	5th	☐	☐	_____	_____
☐	6th	☐	☐	_____	_____
☐	7th	☐	☐	_____	_____
☐	8th	☐	☐	_____	_____
☐	9th	☐	☐	_____	_____

_____
_____

Treasure

Coinage	CP	SP	GP	PP

Experience Points

Next Level

Light Sources

	Range	Duration
__ Candle	5 ft. radius	1 hr.
__ Lantern, Bullseye	120 ft. cone	6 hrs./pint
__ Lantern, Hooded	60 ft. radius	6 hrs./pint
__ Spell, *light*	20 ft. radius	Variable
__ _____	( )	( )
__ _____	( )	( )

Fuel

__ Pints of Oil   ○○○○○ ☐☐☐☐☐
                 ○○○○○ ☐☐☐☐

__ Torches   20 ft. radius   1 hour
   ○○○○○ ☐☐☐☐☐
   ○○○○○ ☐☐☐☐

☐ = 1 torch/flask
○ = 10 torches/flasks

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