

Kingdoms of Legend™

Character Record Sheet

character name _____ player _____

class and level _____ race _____ homeland _____ deity _____ campaign _____

alignment _____ size _____ gender _____ age _____ height _____ weight _____ eyes _____ hair _____ skin _____

experience points _____

STR STRENGTH	[]	[]	[]	[]	[]	[]	[]	[]	[]
DEX DEXTERITY	[]	[]	[]	[]	[]	[]	[]	[]	[]
CON CONSTITUTION	[]	[]	[]	[]	[]	[]	[]	[]	[]
INT INTELLIGENCE	[]	[]	[]	[]	[]	[]	[]	[]	[]
WIS WISDOM	[]	[]	[]	[]	[]	[]	[]	[]	[]
CHA CHARISMA	[]	[]	[]	[]	[]	[]	[]	[]	[]

HP HIT POINTS **DR**

total []

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 [] **SPEED** base speed [] with armor []

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER

FORTITUDE CONSTITUTION [] = [] + [] + [] + [] + [] + []

REFLEX DEXTERITY [] = [] + [] + [] + [] + [] + []

WILL WISDOM [] = [] + [] + [] + [] + [] + []

BASE ATTACK BONUS [] **SR**

CMB [] = [] + [] + [] + [] + []

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

CMD [] = [] + [] + [] + [] + [] + 10

TOTAL BASE ATTACK BONUS STR MODIFIER DEX MODIFIER MISC MODIFIER

WEAPON					ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMUNITION	SPECIAL		

WEAPON					ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMUNITION	SPECIAL		

WEAPON					ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMUNITION	SPECIAL		

WEAPON					ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMUNITION	SPECIAL		

WEAPON					ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMUNITION	SPECIAL		

LANGUAGES: LITERATE? yes no

SKILLS

SKILL NAME	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> ACROBATICS	[] = DEX*	[]	[] + []	[] + []
<input type="checkbox"/> APPRAISE	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> BLUFF	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> CLIMB	[] = STR*	[]	[] + []	[] + []
<input type="checkbox"/> CRAFT	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> CRAFT	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> CRAFT	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> DIPLOMACY	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> DISABLE DEVICE†	[] = DEX*	[]	[] + []	[] + []
<input type="checkbox"/> DISGUISE	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> ESCAPE ARTIST	[] = DEX*	[]	[] + []	[] + []
<input type="checkbox"/> HANDLE ANIMAL†	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> HEAL	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> INTIMIDATE	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> KNOWLEDGE (ARCANA)†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)†	[] = 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 (NAUTICAL)†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> KNOWLEDGE (NOBILITY)†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> KNOWLEDGE (PLANES)†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> KNOWLEDGE (RELIGION)†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> LINGUISTICS†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> PERCEPTION	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> PERFORM	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> PERFORM	[] = CHA	[]	[] + []	[] + []
<input type="checkbox"/> PROFESSION†	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> PROFESSION†	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> RIDE	[] = DEX*	[]	[] + []	[] + []
<input type="checkbox"/> SAIL	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> SENSE MOTIVE	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> SLEIGHT OF HAND†	[] = DEX*	[]	[] + []	[] + []
<input type="checkbox"/> SPELLCRAFT†	[] = INT	[]	[] + []	[] + []
<input type="checkbox"/> STEALTH	[] = DEX*	[]	[] + []	[] + []
<input type="checkbox"/> SURVIVAL	[] = Wis	[]	[] + []	[] + []
<input type="checkbox"/> SWIM	[] = STR*	[]	[] + []	[] + []
<input type="checkbox"/> USE MAGIC DEVICE†	[] = CHA	[]	[] + []	[] + []

CLASS SKILL † TRAINED ONLY * ARMOR CHECK PENALTY APPLIES

CONDITIONAL SKILL MODIFIERS:
