

LIVING VELUNA

CHARACTER RECORD SHEET

character name _____

player _____

class and level _____

race _____

alignment _____

deity _____

size _____

age _____

gender _____

height _____

weight _____

eyes _____

hair _____

skin _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength	[]	[]	[]	[]	HP hit points	[]	[]	[]
DEX dexterity	[]	[]	[]	[]	AC armor class	[]	= 10 + [] + [] + [] + [] + [] + [] + [] + []	[]
CON constitution	[]	[]	[]	[]	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT intelligence	[]	[]	[]	[]		SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER
WIS wisdom	[]	[]	[]	[]		MISC MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
CHA charisma	[]	[]	[]	[]				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	[]	[]	[]	[]	[]	[]	[]
REFLEX (dexterity)	[]	[]	[]	[]	[]	[]	[]
WILL (wisdom)	[]	[]	[]	[]	[]	[]	[]

BASE ATTACK BONUS		[]	SPELL RESISTANCE		[]
GRAPPLE modifier	[]	= [] + [] + [] + []	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER
					SIZE MODIFIER
					MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
		PAGE		

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FEATS		Levels 1st, 3rd, 6th, 9th, 12th..., Human +1, +Bonus Feats			
FEAT NAME	PG.	FEAT NAME	PG.	FEAT NAME	PG.

VISION TYPE _____ OTHER SENSES _____

▲ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

✓ Armor check penalty, if any applies. (Double penalty for Swim.)

