Character Name | Player

Class and Level | Race | Alignment | Deity

Size | Age | Gender | Height | Weight | Eyes | Hair | Skin

WARLORDS OF THE ACCORDLANDS

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 | Nonlethal Damage | SPEED

AC Armor Class = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier = TOTAL | Damage Reduction

HP Hit Points | Flat-Footed Armor Class

Initiative Modifier = +

Saving Throws	TOTAL	= Base Save	+ Ability Modifier	+ Magic Modifier	+ Misc Modifier	+ Temporary Modifier
Fortitude (Constitution)						
Reflex (Dexterity)						
Will (Wisdom)						

Conditional Modifiers

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

Ammunition _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Attack

Attack Bonus | Damage | Critical

Range | Type | Notes

Ammunition _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Attack

Attack Bonus | Damage | Critical

Range | Type | Notes

Ammunition _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ___/___

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	= ABILITY MODIFIER	+ RANKS	+ MISC MODIFIER
❑	APPRAISE ■	INT				
❑	BALANCE ■	DEX*				
❑	BLUFF ■	CHA				
❑	CLIMB ■	STR*				
❑	CONCENTRATION ■	CON				
❑	CRAFT (_____)	INT				
❑	CRAFT (_____)	INT				
❑	CRAFT (_____)	INT				
❑	DECIPHER SCRIPT	INT				
❑	DIPLOMACY ■	CHA				
❑	DISABLE DISGUISE	INT				
❑	DISGUISE ■	CHA				
❑	ESCAPE ARTIST ■	DEX*				
❑	FORGERY ■	INT				
❑	GATHER INFORMATION ■	CHA				
❑	HANDLE ANIMAL	CHA				
❑	HEAL ■	WIS				
❑	HIDE ■	DEX*				
❑	INTIMIDATE ■	CHA				
❑	JUMP ■	STR*				
❑	KNOWLEDGE (Arcana)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	KNOWLEDGE (_____)	INT				
❑	LISTEN ■	WIS				
❑	MOVE SILENTLY ■	DEX*				
❑	OPEN LOCK	DEX				
❑	PERFORM (_____)	CHA				
❑	PERFORM (_____)	CHA				
❑	PERFORM (_____)	CHA				
❑	PROFESSION (_____)	WIS				
❑	PROFESSION (_____)	WIS				
❑	RIDE ■	DEX				
❑	SEARCH ■	INT				
❑	SENSE MOTIVE ■	WIS				
❑	SLEIGHT OF HAND	DEX*				
❑	SPELLCRAFT	INT				
❑	SPOT ■	WIS				
❑	SURVIVAL ■	WIS				
❑	SWIM ■	STR*				
❑	TUMBLE	DEX*				
❑	USE MAGIC DEVICE	CHA				
❑	USE ROPE ■	DEX				
❑	_____	_____				
❑	_____	_____				
❑	_____	_____				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Mark class skills with ✗. *Armor check penalty, if any, applies.

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Campaign

Experience Points

Gear

Armor/ Protective Item

Type	AC Bonus	Max Dex	Check Penalty	Spell Failure	Speed	Weight	Special Properties

Shield/ Protective Item

AC Bonus	Weight	Check Penalty	Spell Failure	Special Properties

Protective Item

AC Bonus	Weight	Special Properties

Other Possessions

Item	PG.	WT.	Item	PG.	WT.
			Total Weight Carried		

Light Load	Medium Load	Heavy Load	Lift Over Head (Equals Max Load)	Lift Off Ground (2 x Max Load)	Push Or Drag (5 x Max Load)

Money

CP –

SP –

GP –

PP –

Feats

PG:

Special Abilities

PG:

Languages

Initial languages = Common + racial languages + one per point of Int bonus

Spells

Domains/ Specialty School:

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

Spell Save

DC Mod

Arcane Spell Failure

%

Conditional Modifiers

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