

CHARACTER _____ PLAYER _____
CLASS _____ LEVEL _____
RACE _____ ALIGNMENT _____
PATRON DEITY/RELIGION _____
ORIGIN _____ RESIDENCE _____



CHARACTER RECORD SHEET

ABILITY SCORES

SCORE MOD TEMP SCORE TEMP MOD

STRENGTH					
DEXTERITY					
CONSTITUTION					
INTELLIGENCE					
WISDOM					
CHARISMA					

MAX

DAMAGE REDUCTION

DIE TYPE(S) _____

HIT POINTS

CURRENT

SKILLS

APPRAISE ■
AUTOHYPNOSIS
BALANCE ■
BLUFF ■
CLIMB ■
CONCENTRATION ■
CRAFT ■ (_____)
DECIPHER SCRIPT
DIPLOMACY ■
DISABLE DEVICE
DISGUISE ■
ESCAPE ARTIST ■
FORGERY ■
GATHER INFORMATION ■
HANDLE ANIMAL
HEAL ■
HIDE ■
INTIMIDATE ■
JUMP ■
KNOWLEDGE (_____)
KNOWLEDGE (_____)
KNOWLEDGE (_____)
KNOWLEDGE (_____)
LISTEN ■
MOVE SILENTLY ■
OPEN LOCK
PERFORM (_____)
PERFORM (_____)
PERFORM (_____)
PROFESSION (_____)
PSICRAFT
RIDE ■
SEARCH ■
SENSE MOTIVE ■
SLEIGHT OF HAND
SPELLCRAFT
SPOT ■
STABILIZE SELF
SURVIVAL ■
SWIM ■
TUMBLE
USE MAGIC DEVICE
USE PSIONIC DEVICE
USE ROPE ■

CROSS CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

		INT			
		WIS			
		DEX*			
		CHA			
		STR*			
		CON			
		INT			
		CHA			
		INT			
		CHA			
		DEX*			
		WIS			
		DEX*			
		CHA			
		STR*			
		INT			
		INT			
		INT			
		INT			
		WIS			
		DEX*			
		DEX			
		CHA			
		CHA			
		CHA			
		WIS			
		INT			
		DEX			
		INT			
		WIS			
		DEX*			
		INT			
		WIS			
		CON			
		WIS			
		STR*			
		DEX*			
		CHA			
		CHA			
		DEX			

ARMOR

MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN

CLASS

AC WHEN FLAT-FOOTED

AC VERSUS TOUCH ATTACKS

MISS CHANCE

MAX DEXTERITY BONUS

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

SAVING THROWS

CLASS BASE MODIFIERS

TOTAL 1 2 3 4 ABILITY MAGIC MISC

FORTITUDE					CON		
REFLEX					DEX		
WILL					WIS		

INITIATIVE

TOTAL DEX MISC

BASE MODIFIED

SPEED

ATTACK ROLLS

MULTIPLE ATTACKS CLASS BASE MODIFIERS

TOTAL 2ND 3RD 4TH 5TH 1 2 3 4 ABILITY SIZE MISC 1 MISC 2

MELEE		-5	-10	-15					STR			
RANGED		-5	-10	-15					DEX			
GRAPPLE		-5	-10	-15					STR			
FLURRY OF BLOWS									STR			

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES







WEAPONS: ☐ SIMPLE ☐ MARTIAL ARMOR: ☐ LIGHT ☐ MEDIUM ☐ HEAVY ☐ SHIELDS

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT & LIFTING

MOVEMENT

WALK	HUSTLE	RUN
		
= BASE SPEED	= 2 x BASE SPEED	= 4 x BASE SPEED
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
		
= MAX LOAD	= 2 x MAX LOAD	= 5 x MAX LOAD

LIFTING

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	x4
HEAVY		+1	-6	x3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

SPECIAL ABILITIES & FEATS

LANGUAGES

SPELLS & POWERS

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[illegible]

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[illegible][illegible][illegible]

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ENCHMEN/ANIMAL COMPANIONS

[illegible]

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES