

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

CAREER LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____



CHARACTER RECORD SHEET

| | | | | | | | | |
|----------------------------|---------------|------------------|-----------------|--------------------|-------------------------------|--|---------------------|---------------|
| 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 | TOTAL = 10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> | DAMAGE REDUCTION | |
| CON CONSTITUTION | | | | | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER |
| INT INTELLIGENCE | | | | | TOUCH ARMOR CLASS | FLAT-FOOTED ARMOR CLASS | SIZE MODIFIER | NATURAL ARMOR |
| WIS WISDOM | | | | | INITIATIVE MODIFIER | TOTAL = <input type="text"/> + <input type="text"/> | DEFLECTION MODIFIER | MISC MODIFIER |
| CHA CHARISMA | | | | | | DEX MODIFIER | | |

| | | | | | | | |
|------------------------------------|-------|-----------|------------------|----------------|----------------|--------------------|-----------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | CONDITIONAL MODIFIERS |
| FORTITUDE (CONSTITUTION) | | | | | | | |
| REFLEX (DEXTERITY) | | | | | | | |
| WILL (WISDOM) | | | | | | | |

| | | | |
|--------------------------|----------------------|-------------------------|----------------------|
| BASE ATTACK BONUS | <input type="text"/> | SPELL RESISTANCE | <input type="text"/> |
|--------------------------|----------------------|-------------------------|----------------------|

| | | | | | | | | | | | |
|----------------------------|----------------------|--------------|----------------------|--------------------------|----------------------|--------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| GRAPPLE MODIFIER | <input type="text"/> | TOTAL | <input type="text"/> | BASE ATTACK BONUS | <input type="text"/> | STRENGTH MODIFIER | <input type="text"/> | SIZE MODIFIER | <input type="text"/> | MISC MODIFIER | <input type="text"/> |
|----------------------------|----------------------|--------------|----------------------|--------------------------|----------------------|--------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|

| 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 _____

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| ATTACK | | ATTACK BONUS | DAMAGE | CRITICAL |
|--------|------|--------------|--------|----------|
| | | | | |
| RANGE | TYPE | NOTES | | |
| | | | | |

AMMUNITION _____

| CLASS SKILL | SKILL NAME | KEY ABILITY | SKILL MODIFIER | MAX RANKS (CLASS/CROSS-CLASS) | |
|-------------|---|-------------|----------------|----------------------------------|-------|
| | | | | ABILITY MODIFIER | RANKS |
| | <input type="checkbox"/> APPRAISE ■ | INT | | | |
| | <input type="checkbox"/> BALANCE ■ | DEX* | | | |
| | <input type="checkbox"/> BLUFF ■ | CHA | | | |
| | <input type="checkbox"/> CLIMB ■ | STR* | | | |
| | <input type="checkbox"/> CONCENTRATION ■ | CON | | | |
| | <input type="checkbox"/> CRAFT ■ () | INT | | | |
| | <input type="checkbox"/> CRAFT ■ () | INT | | | |
| | <input type="checkbox"/> CRAFT ■ () | INT | | | |
| | <input type="checkbox"/> DECIPHER SCRIPT | INT | | | |
| | <input type="checkbox"/> DIPLOMACY ■ | CHA | | | |
| | <input type="checkbox"/> DISABLE DEVICE | INT | | | |
| | <input type="checkbox"/> DISGUISE ■ | CHA | | | |
| | <input type="checkbox"/> ESCAPE ARTIST ■ | DEX* | | | |
| | <input type="checkbox"/> FORGERY ■ | INT | | | |
| | <input type="checkbox"/> GATHER INFORMATION ■ | CHA | | | |
| | <input type="checkbox"/> HANDLE ANIMAL | CHA | | | |
| | <input type="checkbox"/> HEAL ■ | WIS | | | |
| | <input type="checkbox"/> HIDE ■ | DEX* | | | |
| | <input type="checkbox"/> INTIMIDATE ■ | CHA | | | |
| | <input type="checkbox"/> JUMP ■ | STR* | | | |
| | <input type="checkbox"/> KNOWLEDGE () | INT | | | |
| | <input type="checkbox"/> KNOWLEDGE () | INT | | | |
| | <input type="checkbox"/> KNOWLEDGE () | INT | | | |
| | <input type="checkbox"/> KNOWLEDGE () | INT | | | |
| | <input type="checkbox"/> KNOWLEDGE () | INT | | | |
| | <input type="checkbox"/> LISTEN ■ | WIS | | | |
| | <input type="checkbox"/> MOVE SILENTLY ■ | DEX* | | | |
| | <input type="checkbox"/> OPEN LOCK | DEX | | | |
| | <input type="checkbox"/> PERFORM () | CHA | | | |
| | <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"/> SEARCH ■ | INT | | | |
| | <input type="checkbox"/> SENSE MOTIVE ■ | WIS | | | |
| | <input type="checkbox"/> SLEIGHT OF HAND | DEX* | | | |
| | <input type="checkbox"/> SPELLCRAFT | INT | | | |
| | <input type="checkbox"/> SPOT ■ | WIS | | | |
| | <input type="checkbox"/> SURVIVAL ■ | WIS | | | |
| | <input type="checkbox"/> SWIM ■ | STR* | | | |
| | <input type="checkbox"/> TUMBLE | DEX* | | | |
| | <input type="checkbox"/> USE MAGIC DEVICE | CHA | | | |
| | <input type="checkbox"/> USE ROPE ■ | DEX | | | |
| | <input type="checkbox"/> _____ | | | | |
| | <input type="checkbox"/> _____ | | | | |
| | <input type="checkbox"/> _____ | | | | |

■ 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.)

