



## CHARACTER RECORD SHEETS

## SCOUT

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SKIRMISH MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
		- 10 +								

TOUCH	ARMOR CLASS

FLAT-FOOTED	ARMOR CLASS

HP	HIT POINTS	TOTAL	NONLETHAL DAMAGE

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	BATTLE FORTITUDE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

BASE ATTACK BONUS	SPELL RESISTANCE

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

SKIRMISH

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

## SKILLS

MAX RANKS  
(CLASS/CROSS-CLASS)

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input checked="" type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input checked="" type="checkbox"/>	CLIMB ■	STR*				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT				
<input checked="" 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 checked="" 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 checked="" type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input type="checkbox"/>	KNOWLEDGE ( )	INT				
<input checked="" type="checkbox"/>	LISTEN ■	WIS				
<input checked="" 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 checked="" type="checkbox"/>	RIDE ■	DEX				
<input checked="" type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input checked="" type="checkbox"/>	SPOT ■	WIS				
<input checked="" type="checkbox"/>	SURVIVAL ■	WIS				
<input checked="" type="checkbox"/>	SWIM ■	STR*				
<input checked="" type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input checked="" type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

■ Denotes a skill that can be used untrained.

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

## POSSESSIONS

[illegible]

RACIAL TRAITS

[illegible]

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 3 X MAX LOAD

WEALTH			
MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT		PAGE REF.
NOTES		
FEAT		PAGE REF.
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ARMOR/PROTECTIVE ITEMS				
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
PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES

NOTES

## EXPERIENCE

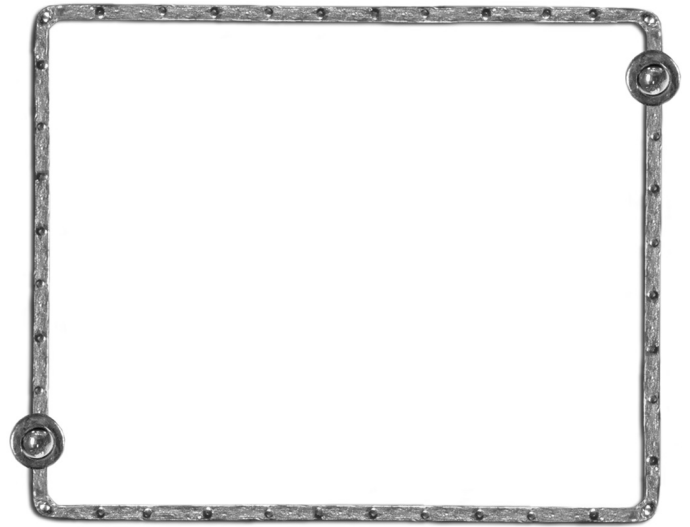
EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

## NOTES



## CLASS FEATURES

CLASS FEATURE

Weapon and Armor Proficiency

PAGE REF.  
12

NOTES

All simple weapons plus specific others, light armor; no shields

CLASS FEATURE

Skirmish (Ex)

PAGE REF.  
12

NOTES

Extra damage if move 10 ft. or more during turn

CLASS FEATURE

Trapfinding (Ex)

PAGE REF.  
12

NOTES

Use Search to locate traps DC 20+; disable magic traps as rogue

CLASS FEATURE

Battle Fortitude (Ex)

PAGE REF.  
12

NOTES

Bonus to Fortitude saves and initiative checks

CLASS FEATURE

Uncanny Dodge (Ex)

PAGE REF.  
12

NOTES

As the barbarian class feature in the *Player's Handbook*

CLASS FEATURE

Fast Movement (Ex)

PAGE REF.  
12

NOTES

Enhancement bonus to base land speed

CLASS FEATURE

Trackless Step (Ex)

PAGE REF.  
13

NOTES

As the druid class feature in the *Player's Handbook*

CLASS FEATURE

Bonus Feats

PAGE REF.  
13

NOTES

Gain a feat from the list of bonus feats on page 13

CLASS FEATURE

Evasion (Ex)

PAGE REF.  
13

NOTES

As the monk class feature in the *Player's Handbook*

CLASS FEATURE

Flawless Stride (Ex)

PAGE REF.  
13

NOTES

Move through terrain that slows movement at normal speed

CLASS FEATURE

Camouflage (Ex)

PAGE REF.  
13

NOTES

Use the Hide skill in any sort of natural terrain

CLASS FEATURE

Blindsense (Ex)

PAGE REF.  
13

NOTES

As the blindsense ability in the *Monster Manual*

CLASS FEATURE

Hide in Plain Sight (Ex)

PAGE REF.  
13

NOTES

As the ranger class feature in the *Player's Handbook*

CLASS FEATURE

Free Movement (Ex)

PAGE REF.  
13

NOTES

Escape bonds, grapples, and more as *freedom of movement*

CLASS FEATURE

Blindsight (Ex)

PAGE REF.  
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NOTES

As the blindsight ability in the *Monster Manual* to 30 ft.