

CHARACTER NAME

PLAYER

CLASS AND 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	$\text{Total} = 10 + \text{Armor Bonus} + \text{Shield Bonus} + \text{DEX Modifier} + \text{Size Modifier} + \text{Natural Armor} + \text{Deflection Modifier} + \text{Misc Modifier}$	DAMAGE REDUCTION	
CON CONSTITUTION					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS		
INT INTELLIGENCE					INITIATIVE MODIFIER	$\text{Total} = \text{DEX Modifier} + \text{Misc Modifier}$		
WIS WISDOM								
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	
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GRAPPLE MODIFIER		$\text{Total} = \text{Base Attack Bonus} + \text{Strength Modifier} + \text{Size Modifier} + \text{Misc Modifier}$
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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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.)

