

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 +		DAMAGE REDUCTION
CON CONSTITUTION						ARMOR BONUS		
INT INTELLIGENCE						SHIELD BONUS		
WIS WISDOM						DEX MODIFIER		
CHA CHARISMA						SIZE MODIFIER		
						NATURAL ARMOR		
						DEFLECTION MODIFIER		
						MISC MODIFIER		

TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS	
INITIATIVE MODIFIER		TOTAL =	
		DEX MODIFIER	
		MISC 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		SPELL RESISTANCE	
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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 _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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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.)

