

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____



CHARACTER RECORD SHEET

SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN	TOTAL		WOUNDS/CURRENT HP		NONLETHAL DAMAGE		SPEED				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER				HP HIT POINTS	[]	[]								
STR STRENGTH	[]	[]	[]	[]				AC ARMOR CLASS	[]	= 10+ [] + [] + [] + [] + [] + [] + [] + [] + []	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
DEX DEXTERITY	[]	[]	[]	[]				TOUCH ARMOR CLASS	[]	FLAT-FOOTED ARMOR CLASS	[]							
CON CONSTITUTION	[]	[]	[]	[]				INITIATIVE MODIFIER	[]	= [] + []	DEX MODIFIER	MISC MODIFIER						
INT INTELLIGENCE	[]	[]	[]	[]				TOTAL	[]									
WIS WISDOM	[]	[]	[]	[]														
CHA CHARISMA	[]	[]	[]	[]														
SAVING THROWS				TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS				SKILLS				
FORTITUDE (CONSTITUTION)	[]	= [] + [] + [] + [] + []	[]	[]	[]	[]	[]	[]										
REFLEX (DEXTERITY)	[]	= [] + [] + [] + [] + []	[]	[]	[]	[]	[]	[]										
WILL (WISDOM)	[]	= [] + [] + [] + [] + []	[]	[]	[]	[]	[]	[]										

BASE ATTACK BONUS

[]

SPELL RESISTANCE

[]

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	
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ATTACK		ATTACK BONUS	DAMAGE	Critical	
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ATTACK		ATTACK BONUS	DAMAGE	Critical	
RANGE	Type	Notes			

AMMUNITION _____

■ 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.)

FEATS

PG-

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1st

2NE1

3RD

SPECIAL ABILITIES

1

47

57

6TH

1

—

9TH

SPELL SAVE

1

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus