

CHARACTER NAME

PLAYER

CLASS

RACE

ALIGNMENT

DEITY

LEVEL

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR



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	$\square = 10 + \square + \square + \square + \square + \square + \square + \square$	DAMAGE REDUCTION	
CON CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE						SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER
WIS WISDOM							MISC MODIFIER	
CHA CHARISMA								

TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS	
INITIATIVE MODIFIER		TOTAL	$\square = \square + \square$
			DEX MODIFIER
			MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	$\square = \square + \square + \square + \square + \square$						
REFLEX (DEXTERITY)	$\square = \square + \square + \square + \square + \square$						
WILL (WISDOM)	$\square = \square + \square + \square + \square + \square$						

BASE ATTACK BONUS		SPELL RESISTANCE	
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GRAPPLE MODIFIER		TOTAL	$\square = \square + \square + \square + \square$
			BASE ATTACK BONUS
			STRENGTH MODIFIER
			SIZE MODIFIER
			MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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AMMUNITION

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RANGE	TYPE	NOTES	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
				ABILITY MODIFIER	RANKS	MISC MODIFIER
<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.)

CAMPAIGN

EXPERIENCE POINTS

## GEAR

### 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

## OTHER POSSESSIONS

ITEM PG. WT. ITEM PG. WT.

TOTAL WEIGHT CARRIED



LIGHT  
LOAD



MEDIUM  
LOAD



HEAVY  
LOAD



LIFT OVER  
HEAD  
EQUALS  
MAX LOAD



LIFT OFF  
GROUND  
2x  
MAX LOAD



PUSH OR  
DRAG  
5x  
MAX LOAD

## MONEY

CP —

SP —

GP —

PP —

## FEATS

PG.

## SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

## SPECIAL ABILITIES

PG.

## SPELL SAVE

DC MOD

## ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

## LANGUAGES

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