



CHARACTER RECORD SHEET

[illegible]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
WILL (WISDOM)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	

BASE ATTACK BONUS		SPELL RESISTANCE	
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$$\text{GRAPPLE MODIFIER} = \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC MODIFIER}$$

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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AMMUNITION _____ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

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AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

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RANGE	TYPE	NOTES		

AMMUNITION

CLASS SKILL 2	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	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.)*

