

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
<b>STR</b> STRENGTH					<b>HP</b> HIT POINTS			
<b>DEX</b> DEXTERITY					<b>AC</b> ARMOR CLASS	$\square = 10 + \square + \square + \square + \square + \square + \square + \square$	DAMAGE REDUCTION	
<b>CON</b> CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	
<b>INT</b> INTELLIGENCE						DEX MODIFIER	SIZE MODIFIER	
<b>WIS</b> WISDOM						NATURAL ARMOR	DEFLECTION MODIFIER	
<b>CHA</b> CHARISMA						MISC MODIFIER		

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

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

<b>BASE ATTACK BONUS</b>		<b>SPELL RESISTANCE</b>	
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<b>GRAPPLE</b> 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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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		

AMMUNITION \_\_\_\_\_

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				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"/>	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.)

