



CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_
CLASS AND LEVEL \_\_\_\_\_ CAREER LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_
SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA)

HP HIT POINTS [ ] WOUNDS/CURRENT HP [ ]
AC ARMOR CLASS [ ] = 10+ [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]
TOTAL [ ]
ARMOR BONUS [ ] SHIELD BONUS [ ] DEX MODIFIER [ ] SIZE MODIFIER [ ] NATURAL ARMOR [ ] DEFLECTION MODIFIER [ ] MISC MODIFIER [ ]
DAMAGE REDUCTION [ ]

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
FORTITUDE (CONSTITUTION) [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
REFLEX (DEXTERITY) [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
WILL (WISDOM) [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
CONDITIONAL MODIFIERS [ ]

BASE ATTACK BONUS [ ] SPELL RESISTANCE [ ]

GRAPPLE MODIFIER [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
TOTAL [ ] BASE ATTACK BONUS [ ] STRENGTH MODIFIER [ ] SIZE MODIFIER [ ] MISC MODIFIER [ ]

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

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ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER

- APPRaise ■ INT
BALANCE ■ DEX\*
BLUFF ■ CHA
CLIMB ■ STR\*
CONCENTRATION ■ CON
CRAFT ■ ( ) INT
DECIPHER SCRIPT INT
DIPLOMACY ■ CHA
DISABLE DEVICE INT
DISGUISE ■ CHA
ESCAPE ARTIST ■ DEX\*
FORGERY ■ INT
GATHER INFORMATION ■ CHA
HANDLE ANIMAL CHA
HEAL ■ WIS
HIDE ■ DEX\*
INTIMIDATE ■ CHA
JUMP ■ STR\*
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
LISTEN ■ WIS
MOVE SILENTLY ■ DEX\*
OPEN LOCK DEX
PERFORM ( ) CHA
PERFORM ( ) CHA
PERFORM ( ) CHA
PROFESSION ( ) WIS
PROFESSION ( ) WIS
RIDE ■ DEX
SEARCH ■ INT
SENSE MOTIVE ■ WIS
SLEIGHT OF HAND DEX\*
SPELLCRAFT INT
SPOT ■ WIS
SURVIVAL ■ WIS
SWIM ■ STR\*
TUMBLE DEX\*
USE MAGIC DEVICE CHA
USE ROPE ■ DEX

■ 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.)

