



CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL HP HIT POINTS _____

AC ARMOR CLASS _____

TOUCH ARMOR CLASS _____ **FLAT-FOOTED** ARMOR CLASS _____

INITIATIVE MODIFIER _____

WOUNDS/CURRENT HP _____

NONLETHAL DAMAGE _____

SPEED _____

DAMAGE REDUCTION _____

TOTAL = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
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
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)	
				ABILITY MODIFIER	RANKS

- APPRAISE ■ INT _____ = _____ + _____ + _____
- BALANCE ■ DEX* _____ = _____ + _____ + _____
- BLUFF ■ CHA _____ = _____ + _____ + _____
- CLIMB ■ STR* _____ = _____ + _____ + _____
- CONCENTRATION ■ CON _____ = _____ + _____ + _____
- CRAFT ■ (_____) INT _____ = _____ + _____ + _____
- CRAFT ■ (_____) INT _____ = _____ + _____ + _____
- 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.)

