



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
HP HIT POINTS
AC ARMOR CLASS
TOTAL = 10+
ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER
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 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

Table with 4 columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL. Includes RANGE, TYPE, and NOTES rows.

AMMUNITION \_\_\_\_\_

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AMMUNITION \_\_\_\_\_

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes MAX RANKS (CLASS/CROSS-CLASS) column.

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

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.

**SPECIAL ABILITIES**

PG.

**SPELLS**

DOMAINS/SPECIALTY SCHOOL:

0: \_\_\_\_\_

1ST: \_\_\_\_\_

2ND: \_\_\_\_\_

3RD: \_\_\_\_\_

4TH: \_\_\_\_\_

5TH: \_\_\_\_\_

6TH: \_\_\_\_\_

7TH: \_\_\_\_\_

8TH: \_\_\_\_\_

9TH: \_\_\_\_\_

**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