



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 []

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) [] = [] + [] + [] + [] + []

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

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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.)

