



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)

TOTAL HP HIT POINTS \_\_\_\_\_
TOTAL AC ARMOR CLASS \_\_\_\_\_ = 10+ \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_
WOUNDS/CURRENT HP \_\_\_\_\_
NONLETHAL DAMAGE \_\_\_\_\_
SPEED \_\_\_\_\_
DAMAGE REDUCTION \_\_\_\_\_

TOUCH ARMOR CLASS \_\_\_\_\_ FLAT-FOOTED ARMOR CLASS \_\_\_\_\_
INITIATIVE MODIFIER \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_
TOTAL \_\_\_\_\_

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 \_\_\_\_\_

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AMMUNITION \_\_\_\_\_

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

- 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.)

