



CHARACTER RECORD SHEET

[illegible]

BASE ATTACK BONUS **SPELL RESISTANCE**

$$\boxed{\text{GRAPPLE MODIFIER}} = \boxed{\text{TOTAL}} = \boxed{\text{BASE ATTACK BONUS}} + \boxed{\text{STRENGTH MODIFIER}} + \boxed{\text{SIZE MODIFIER}} + \boxed{\text{MISC MODIFIER}}$$

		TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	
MELEE attack bonus			=		+		+	
			=		+		+	
RANGED attack bonus			=		+		+	
			=		+		+	

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
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AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL2	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	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 () applies. (Double penalty for Swim.)

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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		

**PUSH OR
DRAG**
5 x
MAX LOAD

MONEY	
CP	—
SP	—
GP	—
PP	—

[illegible]

SPECIAL ABILITIES

[illegible]

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

SPELLS	
0:	
1ST:	
2ND:	
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

DC MOD

☐ %

CONDITIONAL MODIFIERS
