

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____



CHARACTER RECORD SHEET

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

HP HIT POINTS							
AC ARMOR CLASS							
TOUCH ARMOR CLASS							
FLAT-FOOTED ARMOR CLASS							
INITIATIVE 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	
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GRAPPLE MODIFIER						
TOTAL		BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	

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

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				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			
☐	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

11

81H
