
PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	NONLETHAL DAMAGE	SPEED													
STR STRENGTH					HP HIT POINTS AC ARMOR CLASS TOTAL = 10 + (ARMOR BONUS) + (SHIELD BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISC MODIFIER)															
DEX DEXTERITY																				
CON CONSTITUTION																				
INT INTELLIGENCE																				
WIS WISDOM																				
CHA CHARISMA					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	INITIATIVE MODIFIER = (DEX MODIFIER) + (MISC MODIFIER) TOTAL	SKILLS MAX RANKS (CLASS/CROSS-CLASS) / <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 70%;">SKILL NAME</th> <th style="width: 10%;">KEY ABILITY</th> <th style="width: 10%;">SKILL MODIFIER</th> <th style="width: 10%;">ABILITY MODIFIER</th> <th style="width: 10%;">RANKS</th> <th style="width: 10%;">MISC MODIFIER</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER						
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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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$$\text{GRAPPLE MODIFIER} = \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC MODIFIER}$$

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

CLASS SKILL2	SKILL NAME	KEY ABILITY	SKILLS					
			SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	/ 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 ■	DEX			=	+	-	+
☐	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.)

