
PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEET

SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL		NONLETHAL DAMAGE		SPEED	
HP HIT POINTS					
AC ARMOR CLASS					
TOUCH ARMOR CLASS					
FLAT-FOOTED ARMOR CLASS					
INITIATIVE MODIFIER					

TOTAL		DAMAGE REDUCTION	
HP HIT POINTS			
AC ARMOR CLASS			
TOUCH ARMOR CLASS			
FLAT-FOOTED ARMOR CLASS			
INITIATIVE MODIFIER			

TOTAL		DAMAGE REDUCTION	
HP HIT POINTS			
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TOTAL		DAMAGE REDUCTION	
HP HIT POINTS			
AC ARMOR CLASS			
TOUCH ARMOR CLASS			
FLAT-FOOTED ARMOR CLASS			

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**

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

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			

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

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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

CLASS SKILL2	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			/
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	
☐	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.)

