

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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS **AC** ARMOR CLASS = 10 + (ARMOR BONUS) + (SHIELD BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISC MODIFIER)

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS

INITIATIVE MODIFIER = (DEX MODIFIER) + (MISC MODIFIER)

SPEED **DAMAGE REDUCTION**

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**

GRAPPLE MODIFIER = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

MELEE attack bonus = (BASE ATTACK BONUS) + (STR MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

RANGED attack bonus = (BASE ATTACK BONUS) + (DEX MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

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

BEGUILER

Caster
LevelLevel
Bonus

+

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					INT - 4
	1					INT - 8
	2					INT - 12
	3					
	4					
	5					
	6					
	7					
	8					
	9					

ARCANE SPELL FAILURE THRESHOLD

%

Beguilers can wear light armour
without risk of spell failure

CLOAKED CASTING

Spell
Save DC = 10 + INT + Spell
Level + Cloaked
Casting BonusSPELL DC
BONUS

+

From Level 8: ☐ +2 to overcome
Spell ResistanceFrom Level 20: ☐ Always overcome
Spell Resistance

KNOWN SPELLS

0

Dancing Lights
MessageDaze
Open / CloseDetect Magic
Read Magic

Ghost Sound

☐☐
☐☐

1

Charm Person
Disguise Self
Obscuring MistColour Spray
Expeditious Retreat
RouseComprehend Languages
Hypnotism
Silent ImageDetect Secret Doors
Mage Armour
Sleep☐☐
☐☐
☐

2

Blinding Colour Surge
Fog Cloud
Knock
See Invisibility
Touch of IdiocyBlur
Glitterdust
Minor Image
Silence
VertigoDaze Monster
Hypnotic Pattern
Mirror Image
Spider Climb
Whelming BlastDetect Thoughts
Invisibility
Misdirection
Stay the Hand☐☐
☐☐
☐

3

Arcane Sight
Deep Slumber
Halt
Inevitable Defeat
Nondetection
Zone of SilenceClairaudience / Clairvoyance
Dispel Magic
Haste
Invisibility Sphere
SlowDisplacement
Hesitate
Legion of Sentinals
SuggestionCrown of Veils
Glibness
Hold Person
Major Image
Vertigo Field☐☐
☐☐
☐

4

Charm Monster
Greater Invisibility
Phantom BattleConfusion
Greater Mirror Image
Rainbow PatternCrushing Despair
Locate Creature
Solid FogFreedom of Movement
Mass Whelm☐☐
☐☐
☐

5

Break Enchantment
Hold Monster
SeemingDominate Person
Incite Riot
SendingFeeblemind
Mind Fog
Swift EtherealnessFriend to Foe
Rary's Telepathic Bond☐☐
☐☐
☐

6

Greater Dispel Magic
RepulsionMass Suggestion
Shadow WalkMislead
True SeeingOverwhelm
Veil☐☐
☐☐
☐

7

Ethereal Jaunt
Phase DoorGreater Arcane Sight
Power Word BlindMass Hold Person
Project ImageMass Invisibility
Spell Turning☐☐
☐☐
☐

8

Demand
Power Word StunDiscern Location
Scintillating PatternMind Blank
Screen

Moment of Prescience

☐☐
☐☐
☐

9

Dominate Monster
Power Word KillEtherealness
Time Stop

Foresight

Mass Hold Monster

☐☐
☐☐
☐

SCROLLS

POTIONS