

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				

TOTAL **HP** **HIT POINTS**

AC **ARMOR CLASS** = 10 + **ARMOR BONUS** + **SHIELD BONUS** + **DEX MODIFIER** + **SIZE MODIFIER** + **NATURAL ARMOR** + **DEFLECTION MODIFIER** + **MISC MODIFIER**

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

INITIATIVE **MODIFIER** = **DEX MODIFIER** + **MISC MODIFIER**

TOTAL **NONLETHAL DAMAGE** **SPEED**

DAMAGE REDUCTION

SAVING THROWS **TOTAL** **BASE SAVE** + **ABILITY MODIFIER** + **MAGIC MODIFIER** + **MISC. MODIFIER** + **TEMPORARY MODIFIER**

FORTITUDE **(CONSTITUTION)** = + + + + +

REFLEX **(DEXTERITY)** = + + + + +

WILL **(WISDOM)** = + + + + +

CONDITIONAL MODIFIERS

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE **MODIFIER** = **BASE ATTACK BONUS** + **STRENGTH MODIFIER** + **SIZE MODIFIER** + **MISC MODIFIER**

TOTAL

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		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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.)

