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Player

Class	Race	Alignment	Level	Deity
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Size	Age	Gender	Height	Weight	Eyes	Hair	Skin
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## CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> strength				
<b>DEX</b> dexterity				
<b>CON</b> constitution				
<b>INT</b> intelligence				
<b>WIS</b> wisdom				
<b>CHA</b> charisma				

<b>TOTAL</b>	<b>WOUNDS/CURRENT HP</b>		<b>SUBDUAL DAMAGE</b>		<b>DAMAGE REDUCTION</b>	<b>HIT DIE TYPE</b>	<b>SPEED</b>	
<b>HP</b> hit points								
<b>AC</b> armor class	= 10 +							
<b>TOTAL</b>	<b>ARMOR BONUS</b>	<b>SHIELD BONUS</b>	<b>DEX MODIFIER</b>	<b>SIZE MODIFIER</b>	<b>NATURAL ARMOR</b>	<b>MISC MODIFIER</b>	<b>MISS CHANCE</b>	<b>ARCANE SPELL FAILURE</b>
								<b>ARMOR CHECK PENALTY</b>
								<b>SPELL RESISTANCE</b>

<b>INITIATIVE</b> modifier		=		+	
<b>TOTAL</b>	<b>DEX MODIFIER</b>		<b>MISC MODIFIER</b>		

<b>BASE ATTACK</b> bonus	
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<b>CROSS-CLASS</b>	<b>SKILLS</b>					<b>MAX RANKS</b>	<b>/</b>
	<b>SKILL NAME</b>	<b>KEY ABILITY</b>	<b>SKILL MODIFIER</b>	<b>ABILITY MODIFIER</b>	<b>RANKS</b>	<b>MISC MODIFIER</b>	
	<input type="checkbox"/> Alchemy						
	<input type="checkbox"/> Animal handler						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE <small>(constitution)</small>	[ ] = [ ] + [ ] + [ ] + [ ] + [ ]						
REFLEX <small>(dexterity)</small>	[ ] = [ ] + [ ] + [ ] + [ ] + [ ]						
WILL <small>(wisdom)</small>	[ ] = [ ] + [ ] + [ ] + [ ] + [ ]						

	TOTAL		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>MELEE</b> attack bonus		=		+		+	
<b>RANGED</b> attack bonus		=		+		+	
	TOTAL		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM		TYPE		ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

AMMUNITION

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CROSS-CLASS	SKILLS					
	MAX RANKS		/			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/> Alchemy	int	_____	_____	_____+_____+		
<input type="checkbox"/> Animal empathy	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Appraise ■	int	_____	_____	_____+_____+		
<input type="checkbox"/> Balance ■	dex*	_____	_____	_____+_____+		
<input type="checkbox"/> Bluff ■	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Climb ■	str*	_____	_____	_____+_____+		
<input type="checkbox"/> Concentration ■	con	_____	_____	_____+_____+		
<input type="checkbox"/> Craft ■ (_____)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Decipher Script	int	_____	_____	_____+_____+		
<input type="checkbox"/> Diplomacy ■	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Disable Device	int	_____	_____	_____+_____+		
<input type="checkbox"/> Disguise ■	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Escape Artist ■	dex*	_____	_____	_____+_____+		
<input type="checkbox"/> Forgery ■	int	_____	_____	_____+_____+		
<input type="checkbox"/> Gather Information ■	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Handle Animal	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Heal ■	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Hide ■	dex*	_____	_____	_____+_____+		
<input type="checkbox"/> Innuendo	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Intimidate ■	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Intuit Direction	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Jump ■	str*	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (arcana)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (architecture & engineering)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (geography)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (history)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (local)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (nature)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (nobility & royalty)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (the planes)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Knowledge (religion)	int	_____	_____	_____+_____+		
<input type="checkbox"/> Listen ■	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Move Silently ■	dex*	_____	_____	_____+_____+		
<input type="checkbox"/> Open Lock	dex	_____	_____	_____+_____+		
<input type="checkbox"/> Perform ■ (_____) (_____) (_____)	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Pick Pocket	dex*	_____	_____	_____+_____+		
<input type="checkbox"/> Profession (_____)	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Read Lips	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Ride ■ (_____)	dex	_____	_____	_____+_____+		
<input type="checkbox"/> Scry ■	int	_____	_____	_____+_____+		
<input type="checkbox"/> Search ■	int	_____	_____	_____+_____+		
<input type="checkbox"/> Sense Motive ■	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Spellcraft	int	_____	_____	_____+_____+		
<input type="checkbox"/> Spot ■	wis	_____	_____	_____+_____+		
<input type="checkbox"/> Swim ■	str**	_____	_____	_____+_____+		
<input type="checkbox"/> Tumble	dex*	_____	_____	_____+_____+		
<input type="checkbox"/> Use Magic Device	cha	_____	_____	_____+_____+		
<input type="checkbox"/> Use Rope ■	dex	_____	_____	_____+_____+		
<input type="checkbox"/> Wilderness Lore ■	wis	_____	_____	_____+_____+		
<input type="checkbox"/>		_____	_____	_____+_____+		

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[illegible]

cp —	
sp —	
gp —	
pp —	

[illegible]

0: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

1st: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2nd: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3rd: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

4th: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

5th: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_







6th: \_\_\_\_\_  
\_\_\_\_\_  
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7th: \_\_\_\_\_  
\_\_\_\_\_  
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8th: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

9th: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

DC MOD

		
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
		
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 - MAX LOAD	PUSH OR DRAG 5 - MAX LOAD

Initial languages = Common + racial languages + Int bonus  
Each additional language (Speak Language) = \_\_ skill points

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

0 \_\_\_\_\_ 1st \_\_\_\_\_ 2nd \_\_\_\_\_  
3rd \_\_\_\_\_ 4th \_\_\_\_\_ 5th \_\_\_\_\_  
6th \_\_\_\_\_ 7th \_\_\_\_\_ 8th \_\_\_\_\_  
9th \_\_\_\_\_