



CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____
CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

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
TOUCH ARMOR CLASS
FLAT-FOOTED ARMOR CLASS
INITIATIVE MODIFIER
TOTAL WOUNDS/CURRENT HP NONLETHAL DAMAGE
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 _____ = _____ + _____ + _____ + _____
TOTAL BASE ATTACK BONUS STRENGTH 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
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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	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, if any, applies. (Double penalty for Swim.)

