

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

CAREER 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	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH					HP HIT POINTS			
DEX DEXTERITY					AC ARMOR CLASS	TOTAL = 10 +		DAMAGE REDUCTION
CON CONSTITUTION						ARMOR BONUS		
INT INTELLIGENCE					TOUCH ARMOR CLASS	SHIELD BONUS		
WIS WISDOM					FLAT-FOOTED ARMOR CLASS	DEX MODIFIER		
CHA CHARISMA					INITIATIVE MODIFIER	SIZE MODIFIER		
						NATURAL ARMOR		
						DEFLECTION MODIFIER		
						MISC MODIFIER		

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 _____

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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, if any, applies. (Double penalty for Swim.)

