



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								
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)

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)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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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, if any, applies. (Double penalty for Swim.)

