



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
<b>STR</b> STRENGTH								
<b>DEX</b> DEXTERITY								
<b>CON</b> CONSTITUTION								
<b>INT</b> INTELLIGENCE								
<b>WIS</b> WISDOM								
<b>CHA</b> 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
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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 \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION \_\_\_\_\_

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

