

character name _____ player _____

class and 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 + <input type="text"/> (ARMOR BONUS) + <input type="text"/> (SHIELD BONUS) + <input type="text"/> (DEX MODIFIER) + <input type="text"/> (SIZE MODIFIER) + <input type="text"/> (NATURAL ARMOR) + <input type="text"/> (DEFLECTION MODIFIER) + <input type="text"/> (MISC MODIFIER)		DAMAGE REDUCTION
CON constitution					TOUCH armor class	FLAT-FOOTED armor class		
INT intelligence					INITIATIVE modifier	TOTAL = <input type="text"/> (DEX MODIFIER) + <input type="text"/> (MISC MODIFIER)		
WIS wisdom								
CHA charisma								

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 _____

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RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
<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"/>	Craft ■ (_____)	int			
<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"/>	Intimidate ■	cha			
<input type="checkbox"/>	Jump ■	str*			
<input type="checkbox"/>	Knowledge (_____)	int			
<input type="checkbox"/>	Knowledge (_____)	int			
<input type="checkbox"/>	Knowledge (_____)	int			
<input type="checkbox"/>	Knowledge (_____)	int			
<input type="checkbox"/>	Knowledge (_____)	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"/>	Perform (_____)	cha			
<input type="checkbox"/>	Perform (_____)	cha			
<input type="checkbox"/>	Profession (_____)	wis			
<input type="checkbox"/>	Profession (_____)	wis			
<input type="checkbox"/>	Ride ■	dex			
<input type="checkbox"/>	Search ■	int			
<input type="checkbox"/>	Sense Motive ■	wis			
<input type="checkbox"/>	Sleight of Hand	dex*			
<input type="checkbox"/>	Spellcraft	int			
<input type="checkbox"/>	Spot ■	wis			
<input type="checkbox"/>	Survival ■	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"/>	_____	_____			
<input type="checkbox"/>	_____	_____			
<input type="checkbox"/>	_____	_____			

■ 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.)

