



CHARACTER RECORD SHEET

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

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA).

TOTAL HP HIT POINTS _____ WOUNDS/CURRENT HP _____
AC ARMOR CLASS _____ = 10+ _____ + _____ + _____ + _____ + _____ + _____ + _____ + _____
NONLETHAL DAMAGE _____
SPEED _____
DAMAGE REDUCTION _____

TOUCH ARMOR CLASS _____ FLAT-FOOTED ARMOR CLASS _____
INITIATIVE MODIFIER _____ = _____ + _____
TOTAL _____

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 table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

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AMMUNITION _____

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER

- 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 _____ = _____ + _____ + _____
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- 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.)

