

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_



# CHARACTER RECORD SHEET

SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<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)

**SPEED**

**DAMAGE REDUCTION**

**SAVING THROWS**

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>WILL</b> (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

**BASE ATTACK BONUS**  **SPELL RESISTANCE**

**GRAPPLE** MODIFIER  =  (BASE ATTACK BONUS) +  (STRENGTH MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER)

**MELEE** attack bonus  =  (TOTAL) =  (BASE ATTACK BONUS) +  (STR MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER)

**RANGED** attack bonus  =  (TOTAL) =  (BASE ATTACK BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (MISC MODIFIER)

TOTAL 7 (base)  
+1 (weap focus)      +1 weapon  
+1 (weapon)      +2 Weapon Specialization  
+1 Strength

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				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  =  +  +
- 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 ( ) applies. (Double penalty for Swim.)

