

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
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

FORTITUDE (CONSTITUTION) = (TOTAL) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC. MODIFIER) + (TEMPORARY MODIFIER)

REFLEX (DEXTERITY) = (TOTAL) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC. MODIFIER) + (TEMPORARY MODIFIER)

WILL (WISDOM) = (TOTAL) = (BASE SAVE) + (ABILITY MODIFIER) + (MAGIC MODIFIER) + (MISC. MODIFIER) + (TEMPORARY MODIFIER)

CONDITIONAL MODIFIERS

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE MODIFIER = (TOTAL) = (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)

ATTACK (TOTAL) 8 (base) +1 (weap focus) +1 (weap) +1 (weap)

+1 weapon
+2 Weapon Specialization
+1 Strength

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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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 = + +
- 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.)

