



# CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 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  
 TOTAL = 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**

**FORTITUDE** (CONSTITUTION) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (DEXTERITY) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (WISDOM) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**BASE ATTACK BONUS** \_\_\_\_\_    **SPELL RESISTANCE** \_\_\_\_\_

**GRAPPLE** MODIFIER \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOTAL    BASE ATTACK BONUS    STRENGTH MODIFIER    SIZE MODIFIER    MISC MODIFIER

**MELEE** attack bonus  
**RANGED** attack bonus

**TOTAL** = **BASE ATTACK BONUS** + **STR MODIFIER** + **SIZE MODIFIER** + **MISC MODIFIER**

**TOTAL** = **BASE ATTACK BONUS** + **DEX 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
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)	
				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 ( ) applies. (Double penalty for Swim.)

CAMPAIGN

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EXPERIENCE POINTS

**GEAR**

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

**OTHER POSSESSIONS**

ITEM	PG.	WT.	ITEM	PG.	WT.
<b>TOTAL WEIGHT CARRIED</b>					

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2x MAX LOAD</small>	PUSH OR DRAG <small>5x MAX LOAD</small>

**MONEY**

CP —  
SP —  
GP —  
PP —

**FEATS**

PG.

**SPECIAL ABILITIES**

PG.

**SPELLS**

0: \_\_\_\_\_  
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1ST: \_\_\_\_\_  
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2ND: \_\_\_\_\_  
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3RD: \_\_\_\_\_  
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4TH: \_\_\_\_\_  
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5TH: \_\_\_\_\_  
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6TH: \_\_\_\_\_  
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7TH: \_\_\_\_\_  
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8TH: \_\_\_\_\_  
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9TH: \_\_\_\_\_  
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**SPELL SAVE**

DC MOD

**ARCANE SPELL FAILURE**

%

CONDITIONAL MODIFIERS

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SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

**LANGUAGES**

Initial languages = Common + racial languages + one per point of Int bonus