



CHARACTER NAME _____ PLAYER _____

CLASS AND LEVEL _____ CAREER 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	= 10+ <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>		DAMAGE REDUCTION
CON CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
INT INTELLIGENCE					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	SIZE MODIFIER	NATURAL ARMOR
WIS WISDOM					INITIATIVE MODIFIER	= <input type="text"/> + <input type="text"/>		DEFLECTION MODIFIER
CHA CHARISMA					TOTAL	DEX MODIFIER	MISC 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

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 = + + +
- 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.)

