

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

CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_

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



CHARACTER RECORD SHEET

ABILITY	SCORE	MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS / CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH								
<b>DEX</b> DEXTERITY								
<b>CON</b> CONSTITUTION								
<b>INT</b> INTELLIGENCE								
<b>WIS</b> WISDOM								
<b>CON</b> CONSTITUTION								

**HP** HIT POINTS \_\_\_\_\_

**AC** ARMOR CLASS \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

TOTAL \_\_\_\_\_

ARMOR BONUS \_\_\_\_\_ SHIELD BONUS \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ NATURAL ARMOR \_\_\_\_\_ DEFLECTION MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_

**TOUCH** ARMOR CLASS \_\_\_\_\_ **FLAT-FOOTED** ARMOR CLASS \_\_\_\_\_

**INITIATIVE** MODIFIER \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

TOTAL \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_

SAVING THROWS

<b>FORTITUDE</b> (STRENGTH)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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	

AMMUNITION \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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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"/>					

■ Skill can be used untrained  
\* Armor check penalty, if any, applies

