

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

PLAYER \_\_\_\_\_

CLASS AND 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
<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	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	INITIATIVE MODIFIER

  

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<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

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				RANKS	MISC MODIFIER

<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, if any, applies. (Double penalty for Swim.)

AMMUNITION \_\_\_\_\_

