

CHARACTER NAME

PLAYER



CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP (Hit Points) and AC (Armor Class) calculation boxes. Includes fields for armor bonus, shield bonus, dex modifier, size modifier, natural armor, deflection modifier, and misc modifier.

TOUCH and FLAT-FOOTED armor class boxes. Includes Initiative modifier calculation box.

Saving Throws table for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom). Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

BASE ATTACK BONUS and SPELL RESISTANCE boxes. Includes GRAPPLE MODIFIER calculation box.

ATTACK table with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION

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AMMUNITION

SKILLS table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

- List of skills including Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, and UMBLEO. Includes checkboxes for untrained and class skills.

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.)

CAMPAIGN

[Empty box for campaign name]

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.
TOTAL WEIGHT CARRIED					

LIGHT LOAD
 MEDIUM LOAD
 HEAVY LOAD
 LIFT OVER HEAD
EQUALS MAX LOAD
 LIFT OFF GROUND
2x MAX LOAD
 PUSH OR DRAG
5x MAX LOAD

MONEY

CP -
SP -
GP -
PP -

FEATS

PG.

[Horizontal lines for feat entries]

SPECIAL ABILITIES

PG.

[Horizontal lines for special ability entries]

LANGUAGES

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

[Horizontal lines for language entries]

SPELLS

DOMAINS/SPECIALTY SCHOOLS:

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

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"/>