



CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_
CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_
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, AC ARMOR CLASS, TOUCH ARMOR CLASS, FLAT-FOOTED ARMOR CLASS, INITIATIVE MODIFIER, WOUNDS/CURRENT HP, NONLETHAL DAMAGE, SPEED, DAMAGE REDUCTION

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM). Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, Temporary Modifier, and Conditional Modifiers.

BASE ATTACK BONUS and SPELL RESISTANCE

GRAPPLE MODIFIER

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

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AMMUNITION \_\_\_\_\_

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes MAX RANKS (CLASS/CROSS-CLASS) and CLASS SKILL.

- 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, TUMBLE, USE MAGIC DEVICE, USE ROPE

■ 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

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.

**SPECIAL ABILITIES**

PG.

**LANGUAGES**

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

**SPELLS**

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

**SPELL SAVE**  DC MOD

**ARCANE SPELL FAILURE**  %

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"/>

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