



CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____
CLASS AND LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA)

HP HIT POINTS: []
AC ARMOR CLASS: [] = 10 + [] (ARMOR BONUS) + [] (SHIELD BONUS) + [] (DEX MODIFIER) + [] (SIZE MODIFIER) + [] (NATURAL ARMOR) + [] (DEFLECTION MODIFIER) + [] (MISC MODIFIER)
TOTAL: []
WOUNDS/CURRENT HP: []
NONLETHAL DAMAGE: []
SPEED: []
DAMAGE REDUCTION: []

TOUCH ARMOR CLASS: []
FLAT-FOOTED ARMOR CLASS: []
INITIATIVE MODIFIER: [] = [] (DEX MODIFIER) + [] (MISC MODIFIER)
TOTAL: []

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM)
TOTAL: [] = [] (BASE SAVE) + [] (ABILITY MODIFIER) + [] (MAGIC MODIFIER) + [] (MISC. MODIFIER) + [] (TEMPORARY MODIFIER)
CONDITIONAL MODIFIERS: []

BASE ATTACK BONUS: []
SPELL RESISTANCE: []

GRAPPLE MODIFIER: [] = [] (BASE ATTACK BONUS) + [] (STRENGTH MODIFIER) + [] (SIZE MODIFIER) + [] (MISC MODIFIER)
TOTAL: []

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

AMMUNITION _____

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SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Lists skills like 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.)

