



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 [] WOUNDS/CURRENT HP []
AC ARMOR CLASS [] = 10 + [] + [] + [] + [] + [] + [] + []
TOTAL []
FLAT-FOOTED ARMOR CLASS []
TOUCH ARMOR CLASS []
INITIATIVE MODIFIER [] = [] + []

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

BASE ATTACK BONUS [] SPELL RESISTANCE []

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

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

AMMUNITION _____

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

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AMMUNITION _____

SKILLS CLASS SKILL SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER

- APPRaise ■ INT
BALANCE ■ DEX*
BLUFF ■ CHA
CLIMB ■ STR*
CONCENTRATION ■ CON
CRAFT ■ () INT
DECIPHER SCRIPT INT
DIPLOMACY ■ CHA
DISABLE DEVICE INT
DISGUISE ■ CHA
ESCAPE ARTIST ■ DEX*
FORGERY ■ INT
GATHER INFORMATION ■ CHA
HANDLE ANIMAL CHA
HEAL ■ WIS
HIDE ■ DEX*
INTIMIDATE ■ CHA
JUMP ■ STR*
KNOWLEDGE () INT
KNOWLEDGE () INT
KNOWLEDGE () INT
KNOWLEDGE () INT
KNOWLEDGE () INT
LISTEN ■ WIS
MOVE SILENTLY ■ DEX*
OPEN LOCK DEX
PERFORM () CHA
PERFORM () CHA
PERFORM () CHA
PROFESSION () WIS
PROFESSION () WIS
RIDE ■ DEX
SEARCH ■ INT
SENSE MOTIVE ■ WIS
SLEIGHT OF HAND DEX*
SPELLCRAFT INT
SPOT ■ WIS
SURVIVAL ■ WIS
SWIM ■ STR*
TUMBLE DEX*
USE MAGIC DEVICE CHA
USE ROPE ■ DEX

■ 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					

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2x MAX LOAD</small>	PUSH OR DRAG <small>5x MAX LOAD</small>

MONEY

CP —

SP —

GP —

PP —

FEATS

PG.

SPECIAL ABILITIES

PG.

SPELLS

DOMAINS/SPECIALTY SCHOOL:

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 style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	0	<input style="width: 30px; height: 20px;" type="text"/>	0
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	1ST	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	2ND	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	3RD	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	4TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	5TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	6TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	7TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	8TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	9TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>

LANGUAGES

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