

CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 RACE _____ ALIGNMENT _____
 PATRON DEITY/RELIGION _____
 ORIGIN _____ RESIDENCE _____



CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX

DAMAGE REDUCTION

CURRENT

DIE TYPE(S)

SKILLS

- 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 ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

CLASS SKILL	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
		INT			
		DEX*			
		CHA			
		STR*			
		CON			
		INT			
		CHA			
		INT			
		CHA			
		DEX*			
		INT			
		CHA			
		DEX*			
		CHA			
		WIS			
		DEX*			
		CHA			
		STR*			
		INT			
		WIS			
		DEX*			
		DEX			
		CHA			
		CHA			
		CHA			
		WIS			
		DEX*			
		WIS			
		STR*			
		DEX*			
		CHA			
		DEX			

ARMOR MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN/ADDITIONAL MODIFIERS

CLASS = 10 +

- AC WHEN FLAT-FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

INITIATIVE

TOTAL

DEX

MISC

BASE MODIFIED

SPEED

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE		-5	-10	-15						STR			
RANGED		-5	-10	-15						DEX			
GRAPPLE		-5	-10	-15						STR			
FLURRY OF BLOWS										STR			

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
NOTES						
NOTES						
NOTES						
NOTES						

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS
