

Character _____ Player _____
 Class _____ Level _____
 Race _____ Alignment _____
 Patron Deity/Religion _____
 Origin _____ Residence _____



CHARACTER RECORD SHEET

ABILITY SCORES

SCORE	MOD
STRENGTH	
DEXTERITY	
CONSTITUTION	
INTELLIGENCE	
WISDOM	
CHARISMA	

TEMP SCORE	TEMP MOD

HIT POINTS

MAX

DAMAGE REDUCTION

CURRENT

Die Type(s)

SKILLS

- Appraise ■
- Autohypnosis
- Balance ■
- Bluff ■
- Climb ■
- Concentration ■
- Craft ■ (_____)
- Decipher Script
- Diplomacy ■
- Disable Device
- Disguise ■
- Escape Artist ■
- Forgery ■
- Gather Information ■
- Handle Animal
- Heal ■
- Hide ■
- Intimidate ■
- Jump ■
- Knowledge (_____)
- Knowledge (_____)
- Knowledge (_____)
- Knowledge (_____)
- Listen ■
- Move Silently ■
- Open Lock
- Perform (_____)
- Perform (_____)
- Perform (_____)
- Profession (_____)
- Psicraft
- Ride ■
- Search ■
- Sense Motive ■
- Sleight of Hand
- Spellcraft
- Spot ■
- Stabilize Self
- Survival ■
- Swim ■
- Tumble
- Use Magic Device
- Use Psionic Device
- Use Rope ■

CLASS SKILL	MAX RANKS = LVL+3(/2)				
	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
		INT			
		WIS			
		DEX*			
		CHA			
		STR*			
		CON			
		INT			
		CHA			
		INT			
		CHA			
		DEX*			
		INT			
		CHA			
		DEX*			
		CHA			
		STR*			
		INT			
		INT			
		INT			
		INT			
		WIS			
		DEX*			
		DEX			
		CHA			
		CHA			
		WIS			
		INT			
		DEX			
		WIS			
		DEX*			
		INT			
		WIS			
		STR*			
		DEX*			
		CHA			
		CHA			
		DEX			

ARMOR

ARMOR = 10 + _____

CLASS _____

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2

MODIFIERS: DEX, _____

ARMOR WORN/ADDITIONAL MODIFIERS: _____

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

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

SAVING THROWS

	TOTAL	CLASS BASE				MODIFIERS		
		1	2	3	4	ABILITY	MAGIC	MISC
Fortitude						CON		
Reflex						DEX		
Will						WIS		

INITIATIVE

TOTAL	DEX	MISC
	DEX	
BASE	MODIFIED	
Speed		

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS			
		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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					

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

Proficiencies

WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS

CHARACTER DESCRIPTION

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality _____



Quote(s) _____

Contacts/Friends _____

Enemies _____

BACKGROUND & NOTES

Date Created _____ DM/Campaign _____