

CHARACTER NAME _____

PLAYER _____



CLASS _____

RACE _____

ALIGNMENT _____

LEVEL _____

DEITY _____

CHARACTER RECORD SHEETS

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	DAMAGE REDUCTION	SPEED		
STR STRENGTH					HP HIT POINTS						
DEX DEXTERITY					AC ARMOR CLASS	= 10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>					
CON CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER		
INT INTELLIGENCE					TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	NATURAL ARMOR			DEFLECTION MODIFIER	MISC MODIFIER
WIS WISDOM					INITIATIVE MODIFIER	= <input type="text"/> + <input type="text"/>		SPELL RESISTANCE			
CHA CHARISMA					TOTAL	DEX MODIFIER	MISC MODIFIER				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)							
REFLEX (dexterity)							
WILL (wisdom)							

BASE ATTACK BONUS

MELEE/GRAPPLE attack modifier = + + + + +

RANGED attack modifier = + + + + +

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

CLASS SKILL?	SKILLS						MAX RANKS
	SKILL NAME	SKILL POINTS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise ♦		INT				+ +
	Balance ♦		DEX*				+ +
	Bluff ♦		CHA				+ +
	Climb ♦		STR*				+ +
	Concentration ♦		CON				+ +
	Craft ♦ (_____)		INT				+ +
	(_____)		INT				+ +
	(_____)		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				+ +
	(_____)		INT				+ +
	(_____)		INT				+ +
	(_____)		INT				+ +
	(_____)		INT				+ +
	(_____)		INT				+ +
	(_____)		INT				+ +
	(_____)		INT				+ +
	Listen ♦		WIS				+ +
	Move Silently ♦		DEX*				+ +
	Open Lock		DEX				+ +
	Perform ♦ (_____)		CHA				+ +
	(_____)		CHA				+ +
	(_____)		CHA				+ +
	Profession (_____)		WIS				+ +
	(_____)		WIS				+ +
	(_____)		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				+ +
	_____		_____				+ +
	_____		_____				+ +
	_____		_____				+ +
	_____		_____				+ +
	_____		_____				+ +

Skills marked with ♦ can be used normally even if the character has zero (0) skill ranks.
 * ARMOR CHECK PENALTY, if any, applies.
 ** -1 per 5 lb. of gear.

PORTRAIT



SPECIAL ABILITIES (continued)

NOTES

A large empty rectangular area for taking notes, bounded by a thin black line.

BACKGROUND