

character name _____ player _____
 class and level _____ race _____ alignment _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



Character Record Sheet

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	POINT BUY COST	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR strength						HP hit points			
DEX dexterity						AC armor class	$\text{TOTAL} = 10 + \text{ARMOR BONUS} + \text{SHIELD BONUS} + \text{DEX MODIFIER} + \text{SIZE MODIFIER} + \text{NATURAL ARMOR} + \text{DEFLECTION MODIFIER} + \text{MISC MODIFIER}$		
CON constitution						TOUCH armor class			DAMAGE REDUCTION
INT intelligence						FLAT-FOOTED armor class			
WIS wisdom						INITIATIVE modifier	$\text{TOTAL} = \text{DEX MODIFIER} + \text{MISC MODIFIER}$		
CHA charisma									

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

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE modifier = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
							CLASS	CROSS-CLASS
<input type="checkbox"/>	Appraise ■	int						
<input type="checkbox"/>	Balance ■	dex*						
<input type="checkbox"/>	Bluff ■	cha						
<input type="checkbox"/>	Climb ■	str*						
<input type="checkbox"/>	Concentration ■	con						
<input type="checkbox"/>	Craft ■ ()	int						
<input type="checkbox"/>	Craft ■ ()	int						
<input type="checkbox"/>	Craft ■ ()	int						
<input type="checkbox"/>	Decipher Script	int						
<input type="checkbox"/>	Diplomacy ■	cha						
<input type="checkbox"/>	Disable Device	int						
<input type="checkbox"/>	Disguise ■	cha						
<input type="checkbox"/>	Escape Artist ■	dex*						
<input type="checkbox"/>	Forgery ■	int						
<input type="checkbox"/>	Gather Information ■	cha						
<input type="checkbox"/>	Handle Animal	cha						
<input type="checkbox"/>	Heal ■	wis						
<input type="checkbox"/>	Hide ■	dex*						
<input type="checkbox"/>	Intimidate ■	cha						
<input type="checkbox"/>	Jump ■	str*						
<input type="checkbox"/>	Knowledge (arcana)	int						
<input type="checkbox"/>	Knowledge (religion)	int						
<input type="checkbox"/>	Knowledge ()	int						
<input type="checkbox"/>	Knowledge ()	int						
<input type="checkbox"/>	Knowledge ()	int						
<input type="checkbox"/>	Listen ■	wis						
<input type="checkbox"/>	Move Silently ■	dex*						
<input type="checkbox"/>	Open Lock	dex						
<input type="checkbox"/>	Perform ()	cha						
<input type="checkbox"/>	Perform ()	cha						
<input type="checkbox"/>	Perform ()	cha						
<input type="checkbox"/>	Profession ()	wis						
<input type="checkbox"/>	Profession ()	wis						
<input type="checkbox"/>	Ride ■	dex						
<input type="checkbox"/>	Search ■	int						
<input type="checkbox"/>	Sense Motive ■	wis						
<input type="checkbox"/>	Sleight of Hand	dex*						
<input type="checkbox"/>	Spellcraft	int						
<input type="checkbox"/>	Spot ■	wis						
<input type="checkbox"/>	Survival ■	wis						
<input type="checkbox"/>	Swim ■	str*						
<input type="checkbox"/>	Tumble	dex*						
<input type="checkbox"/>	Use Magic Device	cha						
<input type="checkbox"/>	Use Rope ■	dex						
<input type="checkbox"/>								
<input type="checkbox"/>								
<input type="checkbox"/>								

■ 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.)

