

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	$\text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC MODIFIER}$		

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION _____

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS
							(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.)

