

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____ ALIGNMENT _____ DEITY _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____

WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL WOUNDS/CURRENT HP

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE	SPEED
	= 10 + [] + [] + [] + [] + [] + [] + [] + [] + []		DAMAGE REDUCTION

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS	TOTAL	FLAT-FOOTED ARMOR CLASS	CROSS CLASS	SKILLS	MAX RANKS (CLASS/CROSS CLASS)	/
				SKILL NAME	KEY ABILITY	

INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC MODIFIER
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TOTAL CONDITIONAL MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

BASE ATTACK BONUS _____

SPELL RESISTANCE _____

GRAPPLE
MODIFIER _____

TOTAL = [] + [] + [] + [] + [] + []

ATTACK _____**ATTACK BONUS** _____**DAMAGE** _____**CRITICAL** _____

RANGE _____

TYPE _____

NOTES _____

AMMUNITION _____

ATTACK _____**ATTACK BONUS** _____**DAMAGE** _____**CRITICAL** _____

RANGE _____

TYPE _____

NOTES _____

AMMUNITION _____

ATTACK _____**ATTACK BONUS** _____**DAMAGE** _____**CRITICAL** _____

RANGE _____

TYPE _____

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ATTACK _____**ATTACK BONUS** _____**DAMAGE** _____**CRITICAL** _____

RANGE _____

TYPE _____

NOTES _____

AMMUNITION _____

ATTACK _____**ATTACK BONUS** _____**DAMAGE** _____**CRITICAL** _____

RANGE _____

TYPE _____

NOTES _____

AMMUNITION _____



CHARACTER RECORD SHEETS

<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 SCRIPTS □	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 () □	INT	=	+	+
<input type="checkbox"/> KNOWLEDGE () □	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"/>	□	=	+	+
<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.)

CAMPAIGN

EXPERIENCE POINTS

GEAR**ARMOR/PROTECTIVE ITEM**

TYPE AC BONUS MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS WEIGHT CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS WEIGHT SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS WEIGHT SPECIAL PROPERTIES

OTHER POSSESSIONSITEM PG. WT. ITEM PG. WT.

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

TOTAL WEIGHT CARRIED

LIFT OVER HEAD EQUALS MAX LOAD

LIFT OFF GROUND 2 x MAX LOAD

PUSH OR DRAG 5 x MAX LOAD

MONEY

CP -

SP -

GP -

PP -

FEATS

PG.

SPELLS

DOMAINS/SPECIALTY SCHOOLS:

0:

1ST:

2ND:

3RD:

PG.

SPECIAL ABILITIES

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE %

CONDITIONAL MODIFIERS

LEVEL SPELLS KNOWN SPELLS PER DAY BONUS SPELLS

0	<input type="checkbox"/>	<input type="checkbox"/>	0
1ST	<input type="checkbox"/>	<input type="checkbox"/>	
2ND	<input type="checkbox"/>	<input type="checkbox"/>	
3RD	<input type="checkbox"/>	<input type="checkbox"/>	
4TH	<input type="checkbox"/>	<input type="checkbox"/>	
5TH	<input type="checkbox"/>	<input type="checkbox"/>	
6TH	<input type="checkbox"/>	<input type="checkbox"/>	
7TH	<input type="checkbox"/>	<input type="checkbox"/>	
8TH	<input type="checkbox"/>	<input type="checkbox"/>	
9TH	<input type="checkbox"/>	<input type="checkbox"/>	

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus
