



CHARACTER RECORD SHEET

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
HP HIT POINTS
AC ARMOR CLASS
TOTAL = 10+
WOUNDS/CURRENT HP
NONLETHAL DAMAGE
SPEED
DAMAGE REDUCTION
TOUCH ARMOR CLASS
FLAT-FOOTED ARMOR CLASS
INITIATIVE MODIFIER
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
SPELL RESISTANCE

GRAPPLE MODIFIER
TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

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AMMUNITION _____

SKILLS CLASS SKILL SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER
APPRAISE INT
BALANCE DEX*
BLUFF CHA
CLIMB STR*
CONCENTRATION CON
CRAFT () 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
KNOWLEDGE () INT
KNOWLEDGE () INT
KNOWLEDGE () INT
KNOWLEDGE () INT
LISTEN WIS
MOVE SILENTLY DEX*
OPEN LOCK DEX
PERFORM () CHA
PERFORM () CHA
PERFORM () CHA
PROFESSION () WIS
PROFESSION () 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

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.)

