

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



CHARACTER RECORD SHEETS

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 _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____

INITIATIVE modifier _____ = _____ + _____

BASE ATTACK bonus _____

TOTAL WOUNDS/CURRENT HP _____

SUBDUAL DAMAGE _____

DAMAGE REDUCTION _____

HIT/DIE TYPE _____

SPEED _____

ARMOR BONUS _____ SHIELD BONUS _____ DEX MODIFIER _____ SIZE MODIFIER _____ NATURAL ARMOR _____ MISC MODIFIER _____

MISS CHANCE _____ ARCANE SPELL FAILURE _____ ARMOR CHECK PENALTY _____ SPELL RESISTANCE _____

SAVING THROWS

FORTITUDE (constitution) _____ = _____ + _____ + _____ + _____ + _____

REFLEX (dexterity) _____ = _____ + _____ + _____ + _____ + _____

WILL (wisdom) _____ = _____ + _____ + _____ + _____ + _____

TOTAL _____

BASE SAVE _____ ABILITY MODIFIER _____ MAGIC MODIFIER _____ MISC. MODIFIER _____ TEMPORARY MODIFIER _____

conditional modifiers _____

MELEE attack bonus _____

RANGED attack bonus _____

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

BASE ATTACK BONUS _____ STR MODIFIER _____ SIZE MODIFIER _____ MISC MODIFIER _____ TEMPORARY MODIFIER _____

CROSS-CLASS	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS

- | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|---|-------------|----------------|------------------|-------|---------------|
| <input type="checkbox"/> Alchemy | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Animal empathy | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Appraise r | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Balance r | dex* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Bluff r | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Climb r | str* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Concentration r | con | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Craft r (_____) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Decipher Script | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Diplomacy r | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Disable Device | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Disguise r | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Escape Artist r | dex* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Forgery r | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Gather Information r | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Handle Animal | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Heal r | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Hide r | dex* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Innuendo | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Intimidate r | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Intuit Direction | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Jump r | str* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (arcana) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (architecture & engineering) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (geography) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (history) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (local) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (nature) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (nobility & royalty) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (the planes) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Knowledge (religion) | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Listen r | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Move Silently r | dex* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Open Lock | dex | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Perform r (_____) | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Perform r (_____) | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Perform r (_____) | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Pick Pocket | dex* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Profession (_____) | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Read Lips | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Ride r (_____) | dex | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Scry r | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Search r | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Sense Motive r | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Spellcraft | int | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Spot r | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Swim r | str** | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Tumble | dex* | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Use Magic Device | cha | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Use Rope r | dex | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> Wilderness Lore r | wis | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> _____ | _____ | _____ | _____ | _____ | _____ |

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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

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

AMMUNITION

_____	_____	_____	_____
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Skills marked with r can be used normally even if the character has zero (0) skill ranks.
 Skills marked with ☒ are cross-class skills. *armor check penalty, if any, applies.
 ** -1 per 5 lb. of gear.

