

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

CAREER 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	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

HP HIT POINTS	AC ARMOR CLASS	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	INITIATIVE 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

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)		
				ABILITY MODIFIER	RANKS	MISC MODIFIER

☐ APPRAISE ■	INT					
☐ BALANCE ■	DEX*					
☐ BLUFF ■	CHA					
☐ CLIMB ■	STR*					
☐ CONCENTRATION ■	CON					
☐ CRAFT ■ ()	INT					
☐ CRAFT ■ ()	INT					
☐ 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.)

AMMUNITION _____

