

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

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HIT/DIE TYPE

SPEED

SAVING THROWS

FORTITUDE (constitution) = + + + + +

REFLEX (dexterity) = + + + + +

WILL (wisdom) = + + + + +

conditional modifiers

MELEE attack bonus

RANGED attack bonus

TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

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

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

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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.

