

CHARACTER NAME _____ PLAYER _____ AGE _____ GENDER _____
 RACE _____ SIZE _____ SPEED _____ HEIGHT _____ WEIGHT _____
 CLASS _____ LEVEL _____ EYES _____ HAIR _____



CHARACTER RECORD SHEET

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

HP HIT POINTS: TOTAL [] CURRENT [] SUBDUAL DAMAGE []

AC ARMOR CLASS: TOTAL [] = 10 + ARMOR BONUS [] + DEX [] + SIZE [] + MISC []

INITIATIVE: TOTAL [] = DEX [] + MISC []

CHARACTER SKETCH

SAVING THROWS

	TOTAL BONUS	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE CONSTITUTION	[]	[]	[]	[]	[]	[]
REFLEX DEXTERITY	[]	[]	[]	[]	[]	[]
WILL WISDOM	[]	[]	[]	[]	[]	[]

ATTACKS

	TOTAL BONUS	BASE ATTACK	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
MELEE	[]	[]	[]	[]	[]	[]
RANGED	[]	[]	[]	[]	[]	[]

WEAPON			ATK BONUS	DAMAGE																				
RANGE	WEIGHT	TYPE	SIZE	CRITICAL																				
SPECIAL PROPERTIES			AMMO COUNT																					
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ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS MAX RANKS [] / []

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD.	MISC. MOD.
<input type="checkbox"/>	ALCHEMY	INT	___	=	___	+ ___
<input type="checkbox"/>	ANIMAL EMPATHY	CHA	___	=	___	+ ___
<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 SCRIPT	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"/>	INNUENDO	WIS	___	=	___	+ ___
<input type="checkbox"/>	INTIMIDATE ■	CHA	___	=	___	+ ___
<input type="checkbox"/>	INTUIT DIRECTION	WIS	___	=	___	+ ___
<input type="checkbox"/>	JUMP ■	STR*	___	=	___	+ ___
<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"/>	PICK POCKET	DEX*	___	=	___	+ ___
<input type="checkbox"/>	PROFESSION (_____)	WIS	___	=	___	+ ___
<input type="checkbox"/>	READ LIPS	INT	___	=	___	+ ___
<input type="checkbox"/>	RIDE ■	DEX	___	=	___	+ ___
<input type="checkbox"/>	SCRY ■	INT	___	=	___	+ ___
<input type="checkbox"/>	SEARCH ■	INT	___	=	___	+ ___
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	___	=	___	+ ___
<input type="checkbox"/>	SPELLCRAFT	INT	___	=	___	+ ___
<input type="checkbox"/>	SPOT ■	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"/>	WILDERNESS LORE ■	WIS	___	=	___	+ ___
<input type="checkbox"/>	_____	___	___	=	___	+ ___
<input type="checkbox"/>	_____	___	___	=	___	+ ___
<input type="checkbox"/>	_____	___	___	=	___	+ ___
<input type="checkbox"/>	_____	___	___	=	___	+ ___

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
 Mark class skills with ☐. *armor check penalty, if any, applies.
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