

CHARACTER NAME

PLAYER



CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP (Hit Points) and AC (Armor Class) calculation boxes. Includes fields for armor bonus, shield bonus, dex modifier, size modifier, natural armor, deflection modifier, and misc modifier.

TOUCH and FLAT-FOOTED armor class boxes. Includes Initiative modifier calculation box.

Saving Throws table for FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom). Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

BASE ATTACK BONUS and SPELL RESISTANCE boxes. Includes GRAPPLE modifier calculation box.

ATTACK table with columns for Attack Bonus, Damage, Critical, Range, Type, and Notes.

AMMUNITION row with 20 empty boxes for tracking ammunition.

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SKILLS table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists various skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, and Use Magic Device.

■ 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.)

