

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Race \_\_\_\_\_ Alignment \_\_\_\_\_  
 Patron Deity/Religion \_\_\_\_\_  
 Origin \_\_\_\_\_ Residence \_\_\_\_\_



**Player Character Record**

**ABILITY SCORES**

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

**HIT POINTS**

MAX CURRENT

DAMAGE REDUCTION

Die Type(s) \_\_\_\_\_

**SKILLS**

- Appraise ■
- Autohypnosis
- Balance ■
- Bluff ■
- Climb ■
- Concentration ■
- Craft ■ ( \_\_\_\_\_ )
- Decipher Script
- Diplomacy ■
- Disable Device
- Disguise ■
- Escape Artist ■
- Forgery ■
- Gather Information ■
- Handle Animal
- Heal ■
- Hide ■
- Intimidate ■
- Jump ■
- Knowledge ( \_\_\_\_\_ )
- Knowledge ( \_\_\_\_\_ )
- Knowledge ( \_\_\_\_\_ )
- Knowledge ( \_\_\_\_\_ )
- Listen ■
- Move Silently ■
- Open Lock
- Perform ( \_\_\_\_\_ )
- Perform ( \_\_\_\_\_ )
- Perform ( \_\_\_\_\_ )
- Profession ( \_\_\_\_\_ )
- Psicraft
- Ride ■
- Search ■
- Sense Motive ■
- Sleight of Hand
- Spellcraft
- Spot ■
- Stabilize Self
- Survival ■
- Swim ■
- Tumble
- Use Magic Device
- Use Psionic Device
- Use Rope ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3  
 MAX RANKS = LVL + 3(1/2)

CLASS SKILL	TOTAL	ABILITY	RANKS	MISC 1	MISC 2	MISC 3
		INT				
		WIS				
		DEX*				
		CHA				
		STR*				
		CON				
		INT				
		CHA				
		INT				
		CHA				
		DEX*				
		INT				
		CHA				
		DEX*				
		CHA				
		WIS				
		DEX*				
		CHA				
		STR*				
		INT				
		WIS				
		DEX*				
		CHA				
		DEX*				
		CHA				
		DEX				

**ARMOR**



ARMOR CLASS = 10 + \_\_\_\_\_

MODIFIERS: ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN/ADDITIONAL MODIFIERS \_\_\_\_\_

- AC WHEN FLAT-FOOTED \_\_\_\_\_
- AC VERSUS TOUCH ATTACKS \_\_\_\_\_
- MISS CHANCE \_\_\_\_\_
- MAX DEXTERITY BONUS \_\_\_\_\_
- ARMOR CHECK PENALTY \_\_\_\_\_
- ARCANE SPELL FAILURE \_\_\_\_\_
- SPELL RESISTANCE \_\_\_\_\_

**SAVING THROWS**

	TOTAL	1	2	3	4	ABILITY	MODIFIERS
Fortitude						CON	MAGIC MISC
Reflex						DEX	
Will						WIS	

**INITIATIVE**

TOTAL \_\_\_\_\_ DEX \_\_\_\_\_ MISC \_\_\_\_\_

MODIFIED \_\_\_\_\_

Speed

**ATTACK ROLLS**

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
Melee		-5	-10	-15						STR			
Ranged		-5	-10	-15						DEX			
Grapple		-5	-10	-15						STR			
Flurry of Blows										STR			

ADDITIONAL MODIFIERS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**WEAPONS**

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Notes						
Notes						
Notes						
Notes						

■ DENOTES SKILL CAN BE USED UNTRAINED - \* ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

Proficiencies

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS

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\_\_\_\_\_





