d20 v3.5 CHARACTER RECORD SHEET

Name | Race | Class/Level

STRength score	STRength modifier	DEXterity score	DEXterity modifier	CONstitution score	CONstitution modifier	INTelligence score	INTelligence modifier	WISdom score	WISdom modifier	CHArisma score	CHArisma modifier
14	2	14	2	14	2	14	2	14	2	14	2

Speed, Initiative & Carrying Capacity

Speed: 30

Initiative: 2 = DEX Modifier 2 + Misc. Modifier

Armor Modifiers: Speed ___ Max.Run ___

Load		Max. DEX	Check Penalty	Speed	Run
Light	Up to 58 lb.	-	-	30'	x4
Medium	59 - 116 lb.	+3	-3	20'	x4
Heavy	117 - 175 lb.	+1	-6	20'	x3

Weight	
Lift Over Head	175 lb.
Lift Off Ground	350 lb.
Push or Drag	875 lb.

Health

Hit Points

Hit Dice Rolls/Hit Dice Type

Special Conditions & Modifiers

Defense

Armor Class: 10 = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier 0 + Natural Armor + Deflection Bonus + Misc. Modifier

Armor Worn

Touch	Flat Footed	Damage Reduction	Arcane Spell Failure	Armor Check Penalty	Total Armor Weight
12	10				

Saving Throws

	Base Save		Ability Modifier		Resistance Modifier		Misc. Modifer	Conditional Modifiers and Immunities
FORTitude	2	=		+ 2 +		+		
REFlex	2	=		+ 2 +		+		
WILL	2	=		+ 2 +		+		

Offense

Melee Attack Bonus: 2 = BAB + STR Modifer 2 + Size Modifier 0 + Misc. Modifier

Ranged Attack Bonus: 2 = BAB + DEX Modifer 2 + Size Modifier 0 + Misc. Modifier

Weapon	Attack Bonus	Damage	Crit.	Range, Reach	Wt.	Size	Type	Special Properties

Feats & Special Abilities

Ability Name	Decription

Character Sketch

Skills

Skill Name (KEY ABILITY)	Class	Skill Mod		Ability Mod		Ranks		Misc. Mod
Appraise (INT)	☐	2	=	2	+		+	
Balance* (DEX)	☐	2	=	2	+		+	
Bluff (CHA)	☐	2	=	2	+		+	
Climb* (STR)	☐	2	=	2	+		+	
Concentration (CON)	☐	2	=	2	+		+	
Craft ( ) (INT)	☐	2	=	2	+		+	
Decipher Script† (INT)	☐	—	=	2	+		+	
Diplomacy (CHA)	☐	2	=	2	+		+	
Disable Device† (INT)	☐	—	=	2	+		+	
Disguise (CHA)	☐	2	=	2	+		+	
Escape Artist* (DEX)	☐	2	=	2	+		+	
Forgery (INT)	☐	2	=	2	+		+	
Gather Info (CHA)	☐	2	=	2	+		+	
Handle Animal† (CHA)	☐	—	=	2	+		+	
Heal (WIS)	☐	2	=	2	+		+	
Hide* (DEX)	☐	2	=	2	+		+	
Intimidate (CHA)	☐	2	=	2	+		+	
Jump* (STR)	☐	2	=	2	+		+	
Knowledge† ( ) (INT)	☐	—	=	2	+		+	
Knowledge† ( ) (INT)	☐	—	=	2	+		+	
Knowledge† ( ) (INT)	☐	—	=	2	+		+	
Listen (WIS)	☐	2	=	2	+		+	
Move Silently* (DEX)	☐	2	=	2	+		+	
Open Lock† (DEX)	☐	—	=	2	+		+	
Perform ( ) (CHA)	☐	2	=	2	+		+	
Profession† ( ) (WIS)	☐	—	=	2	+		+	
Ride (DEX)	☐	2	=	2	+		+	
Search (INT)	☐	2	=	2	+		+	
Sense Motive (WIS)	☐	2	=	2	+		+	
Sleight of Hand*† (DEX)	☐	—	=	2	+		+	
Spellcraft† (INT)	☐	—	=	2	+		+	
Spot (WIS)	☐	2	=	2	+		+	
Survival (WIS)	☐	2	=	2	+		+	
Swim (STR)	☐	2	=	2	+		+	
Tumble*† (DEX)	☐	—	=	2	+		+	
Use Magic Device† (CHA)	☐	—	=	2	+		+	
Use Rope (DEX)	☐	2	=	2	+		+	
	☐	0	=		+		+	
	☐	0	=		+		+	
	☐	0	=		+		+	
	☐	0	=		+		+	
	☐	0	=		+		+	

Total Ranks: 0

†Trained only

*Your armor check penalty applies

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Equipment

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Item	#	Wt.	Loc.	Item	#	Wt.	Loc.	Item	#	Wt.	Loc.
Backpack		3.00		Clothing		3.00	Worn	Quiver		1.00	Back
- 50' Hemp Rope		10.00						- Arrows			Quiver
- Tinderbox, Flint & Steel		1.00									
- Mirror, small steel		0.50						Belt Pouch		1.00	Belt
- Grappling Hook		4.00						- Treasure			Pouch
- Waterskin		4.00									
- Trail Rations (one day)	10	10.00									
- Bedroll		5.00									
								Weapons & Armor Weight:		0.00	
								Backpack Weight:		37.50	
								Treasure & Other Gear Weight:		5.00	
								Total Weight Carried:		42.50	

Magic Items

Item	Wt.	Loc.	CL	Description

Treasure

Platinum: Gold: Silver: Copper: Gems*: Jewelry*:

Works of Art, Hunks of Precious Metal, Rare Stamps, Old Books, Expensive Cloths & Furs, and Other Valuable Crap

*gold piece value

Description

Alignment: Deity: Aliases & Titles:

Eye Color: Hair Color: Complexion: Weight: Height: Size: M Gender: Age:

Description & Origin

Companion

Name:
Size/Type:
Hit Dice:
Initiative:
Speed:
AC:
Base Attack/Grapple:
Attack:
Full Attack:
Space/Reach:

Saves:
Abilities:
Alignment:
Skills:

Feats and
Special Abilities:

Experience

ECL: 19 Current Total: 21,345 Next Level Goal: 190,000