

CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DEITY/RELIGION \_\_\_\_\_  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_



CHARACTER RECORD SHEET

ABILITY SCORES

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

HIT POINTS

MAX

CURRENT

DIE TYPE(S)

DAMAGE REDUCTION

SKILLS

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INNUENDO
- INTIMIDATE ■
- INTUIT DIRECTION
- JUMP ■
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ■ ( \_\_\_\_\_ )
- ( \_\_\_\_\_ )
- PICK POCKET
- PROFESSION ( \_\_\_\_\_ )
- PSICRAFT
- READ LIPS
- REMOTE VIEW ■
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■

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

CROSS CLASS	TOTAL ABILITY RANKS	RACE	MISC 1	MISC 2
INT				
CHA				
INT				
WIS				
DEX*				
CHA				
STR*				
CON				
INT				
CHA				
INT				
CHA				
DEX*				
INT				
CHA				
DEX*				
WIS				
CHA				
WIS				
CHA				
WIS				
STR*				
INT				
INT				
INT				
WIS				
DEX*				
DEX				
CHA				
DEX*				
WIS				
INT				
INT				
INT				
DEX*				
DEX				
INT				
INT				
WIS				
INT				
INT				
WIS				
WIS				
CON				
STR†				
DEX*				
CHA				
CHA				
DEX				
WIS				

ARMOR = 10 +  +  +  +  +  +  +  +  +  +

CLASS

ARMOR WORN

MODIFIERS: ARMOR, SHIELD, DEX, SIZE, NATURAL, MISC 1, MISC 2

AC WHEN FLAT-FOOTED

AC VERSUS TOUCH ATTACKS

MISS CHANCE

MAX DEXTERITY BONUS

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
FORTITUDE (CON)			CON			
REFLEX (DEX)			DEX			
WILL (WIS)			WIS			

INITIATIVE

TOTAL  DEX  MISC

BASE  MODIFIED

SPEED

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC	TEMP
MELEE (STR)										STR			
RANGED (DEX)										DEX			

MULTIPLE ATTACK ADJ:

GRAPPLE (STR)

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

■ CAN BE USED WITH 0 RANKS — \* ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR





