

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

DAMAGE REDUCTION

CURRENT

DIE TYPE(S)

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
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

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

ARMOR MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN/ADDITIONAL MODIFIERS

CLASS

- 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	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

INITIATIVE

TOTAL DEX MISC

BASE 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			
MONK UNARMED		-3	-6	-9	-12					STR			

ADDITIONAL MODIFIERS

WEAPONS

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

PROFICIENCIES

WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS
