

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



Character Record Sheet

Ability Scores

STRENGTH
 DEXTERITY
 CONSTITUTION
 INTELLIGENCE
 WISDOM
 CHARISMA

SCORE	MOD

TEMP SCORE	TEMP MOD

MAX

DAMAGE REDUCTION

DIE TYPE(S)

Hit Points

CURRENT

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(/2)

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

Armor

Armor = 10 + DEX

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	CLASS BASE				MODIFIERS		
		1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

Initiative

TOTAL	DEX	MISC
BASE		
MODIFIED		

SPEED

Attack Rolls

	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS			
		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							
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■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS

Equipment

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

Movement & Lifting

MOVEMENT

WALK [] = BASE SPEED	HUSTLE [] = 2 x BASE SPEED	RUN [] = 4 x BASE SPEED
LIFT OVER HEAD [] = MAX LOAD	LIFT OFF GROUND [] = 2 x MAX LOAD	PUSH OR DRAG [] = 5 x MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	x4
HEAVY		+1	-6	x3

Experience

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

Money & Gems

TESSELLE —

CERAME —

SP —

GP —

EP —

PP —

GEMS —

Special Abilities & Feats

		Languages

