

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

- Appraise ☹
- Autohypnosis
- Balance ☹
- Bluff ☹
- Climb ☹
- Concentration ☹
- Craft ☹ (_____)
- Decipher Script
- Diplomacy ☹
- Disable Device
- Disguise ☹
- Escape Artist ☹
- Forgery ☹
- Gather Information ☹
- Handle Animal
- Heal ☹
- Hide ☹
- Iaijutsu Focus
- 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 _____ 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			
		Dex*			
		Int			
		Cha			
		Dex*			
		Cha			
		Cha			
		Str*			
		Int			
		Int			
		Int			
		Int			
		Wis			
		Dex*			
		Cha			
		Cha			
		Wis			
		Dex*			
		Dex			
		Cha			
		Cha			
		Wis			
		Dex*			
		Cha			
		Dex			

ARMOR

Class = 10 + + + + + + + + + +

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	Magic	Misc
Fortitude						Con		
Reflex						Dex		
Will						Wis		

Initiative

Total Dex Misc

Base Modified

Speed

Attack Rolls

	Total	Multiple Attacks			5th	Class Base				Modifiers				
		2nd	3rd	4th		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						
Weapon						
Notes						
Weapon						
Notes						
Weapon						
Notes						
Weapon						
Notes						

☹ Denotes Skill Can Be Used Untrained — * Armor Check Penalty Applies (Double for Swim)

Proficiencies

Weapons: Simple Martial Armor: Light Medium Heavy Shields
