

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

DIE TYPE(S)

CURRENT

SKILLS

APPRAISE ■  
 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 ( \_\_\_\_\_ )  
 RIDE ■  
 SEARCH ■  
 SENSE MOTIVE ■  
 SLEIGHT OF HAND  
 SPELLCRAFT  
 SPOT ■  
 SURVIVAL ■  
 SWIM ■  
 TUMBLE  
 USE MAGIC DEVICE  
 USE ROPE ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2

CLASS SKILL	TOTAL	ABILITY RANKS	MISC 1	MISC 2
		INT		
		DEX <sup>2</sup>		
		CHA		
		STR <sup>2</sup>		
		CON		
		INT		
		CHA		
		INT		
		CHA		
		DEX <sup>2</sup>		
		INT		
		CHA		
		STR <sup>2</sup>		
		INT		
		INT		
		INT		
		WIS		
		DEX <sup>2</sup>		
		CHA		
		STR <sup>2</sup>		
		WIS		
		DEX		
		DEX		
		CHA		
		CHA		
		WIS		
		DEX		
		INT		
		WIS		
		DEX <sup>2</sup>		
		INT		
		WIS		
		STR <sup>2</sup>		
		DEX <sup>2</sup>		
		CHA		
		DEX		

ARMOR CLASS

ARMOR = 10 +

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

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	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

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WEAPONS

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

■ DENOTES SKILL CAN BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS:  SIMPLE  MARTIAL

ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS

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# EQUIPMENT

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

## MOVEMENT & LIFTING

MOVEMENT <table style="width: 100%; text-align: center;"> <tr> <td style="width: 33%;">WALK</td> <td style="width: 33%;">HUSTLE</td> <td style="width: 33%;">RUN</td> </tr> <tr> <td><input style="width: 50px; height: 20px;" type="text"/></td> <td><input style="width: 50px; height: 20px;" type="text"/></td> <td><input style="width: 50px; height: 20px;" type="text"/></td> </tr> <tr> <td>= BASE SPEED</td> <td>= 2 x BASE SPEED</td> <td>= 4 x BASE SPEED</td> </tr> </table>	WALK	HUSTLE	RUN	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	= BASE SPEED	= 2 x BASE SPEED	= 4 x BASE SPEED	LIFTING <table style="width: 100%; text-align: center;"> <tr> <td style="width: 33%;">LIFT OVER HEAD</td> <td style="width: 33%;">LIFT OFF GROUND</td> <td style="width: 33%;">PUSH OR DRAG</td> </tr> <tr> <td><input style="width: 50px; height: 20px;" type="text"/></td> <td><input style="width: 50px; height: 20px;" type="text"/></td> <td><input style="width: 50px; height: 20px;" type="text"/></td> </tr> <tr> <td>= MAX LOAD</td> <td>= 2 x MAX LOAD</td> <td>= 5 x MAX LOAD</td> </tr> </table>	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	= MAX LOAD	= 2 x MAX LOAD	= 5 x MAX LOAD
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LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	×4
HEAVY		+1	-6	×3

## EXPERIENCE

TOTAL EXPERIENCE  
  
 XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

## MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

## SPECIAL ABILITIES & FEATS

## LANGUAGES



