

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

Die Type(s)

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

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

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			
Monk Flurry of Blows										STR			

ADDITIONAL MODIFIERS

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						

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 ■

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

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			
		STR*			
		INT			
		INT			
		INT			
		INT			
		WIS			
		DEX*			
		DEX			
		CHA			
		CHA			
		WIS			
		DEX*			
		INT			
		DEX			
		WIS			
		DEX*			
		INT			
		WIS			
		STR*			
		DEX*			
		CHA			
		CHA			
		DEX			

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

Proficiencies

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS

Proficiencies





