

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Race \_\_\_\_\_ Alignment \_\_\_\_\_  
 Patron Deity/Religion \_\_\_\_\_  
 Origin \_\_\_\_\_ Residence \_\_\_\_\_



# Character Record Sheet

## Ability Scores

	Score		Temp Score	
	Score	Mod	Score	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 ■
- 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	Max Ranks = Lvl+3/(2)			
		Ability Ranks	Misc 1	Misc 2	Misc 3
		Int			
		Wis			
		Dex*			
		Cha			
		Str*			
		Con			
		Int			
		Int			
		Cha			
		Int			
		Cha			
		Dex*			
		Int			
		Cha			
		Wis			
		Dex*			
		Cha			
		Str*			
		Int			
		Int			
		Int			
		Int			
		Wis			
		Dex*			
		Dex			
		Cha			
		Cha			
		Wis			
		Int			
		Dex			
		Cha			
		Cha			
		Wis			
		Int			
		Dex*			
		Wis			
		Con			
		Wis			
		Str*			
		Dex*			
		Cha			
		Cha			
		Dex			

**Armor**

Armor = 10 +  +  +  +  +  +  +  +  +  +  +  +

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
Notes						
Weapon						
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



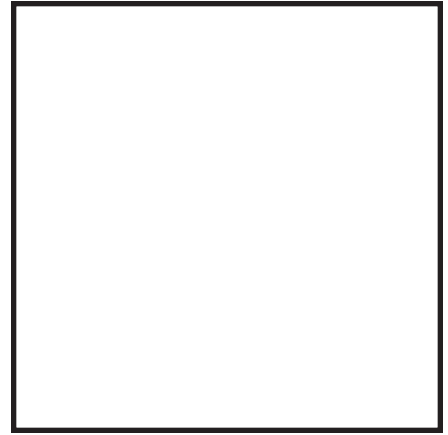


## Character Description

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Character Sketch



Quote(s) \_\_\_\_\_  
\_\_\_\_\_

Contacts/Friends \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Enemies \_\_\_\_\_  
\_\_\_\_\_

### Background & Notes


Date Created \_\_\_\_\_ DM/Campaign \_\_\_\_\_