

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

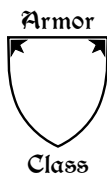
## Skills

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

## Armor



Armor = 10 +

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

## 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						

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

## Proficiencies

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS





