

Character Name _____

Player _____



CHARACTER RECORD SHEETS

Class _____ Race _____ Alignment _____ Level _____ Deity _____

Size _____ Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points

AC armor class = 10 + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MISC MODIFIER

INITIATIVE modifier = +

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus

DAMAGE REDUCTION	HIT DIE TYPE	SPEED
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
REFLEX (dexterity)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>
WILL (wisdom)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	<input type="text"/>

MELEE attack bonus

TOTAL = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

RANGED attack bonus

TOTAL = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER + TEMPORARY MODIFIER

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES					
<input type="text"/>					

AMMUNITION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CROSS-CLASS	SKILLS					
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Alchemy	int				
<input type="checkbox"/>	Animal empathy	cha				
<input type="checkbox"/>	Appraise ■	int				
<input type="checkbox"/>	Balance ■	dex*				
<input type="checkbox"/>	Bluff ■	cha				
<input type="checkbox"/>	Climb ■	str*				
<input type="checkbox"/>	Concentration ■	con				
<input type="checkbox"/>	Craft ■ (_____)	int				
<input type="checkbox"/>	Decipher Script	int				
<input type="checkbox"/>	Diplomacy ■	cha				
<input type="checkbox"/>	Disable Device	int				
<input type="checkbox"/>	Disguise ■	cha				
<input type="checkbox"/>	Escape Artist ■	dex*				
<input type="checkbox"/>	Forgery ■	int				
<input type="checkbox"/>	Gather Information ■	cha				
<input type="checkbox"/>	Handle Animal	cha				
<input type="checkbox"/>	Heal ■	wis				
<input type="checkbox"/>	Hide ■	dex*				
<input type="checkbox"/>	Innuendo	wis				
<input type="checkbox"/>	Intimidate ■	cha				
<input type="checkbox"/>	Intuit Direction	wis				
<input type="checkbox"/>	Jump ■	str*				
<input type="checkbox"/>	Knowledge (arcana)	int				
<input type="checkbox"/>	Knowledge (architecture & engineering)	int				
<input type="checkbox"/>	Knowledge (geography)	int				
<input type="checkbox"/>	Knowledge (history)	int				
<input type="checkbox"/>	Knowledge (local)	int				
<input type="checkbox"/>	Knowledge (nature)	int				
<input type="checkbox"/>	Knowledge (nobility & royal ty)	int				
<input type="checkbox"/>	Knowledge (the planes)	int				
<input type="checkbox"/>	Knowledge (religion)	int				
<input type="checkbox"/>	Listen ■	wis				
<input type="checkbox"/>	Move Silently ■	dex*				
<input type="checkbox"/>	Open Lock	dex				
<input type="checkbox"/>	Perform ■ (_____)					
<input type="checkbox"/>	Pick Pocket	cha				
<input type="checkbox"/>	Profession (_____)	wis				
<input type="checkbox"/>	Read Lips	int				
<input type="checkbox"/>	Ride ■ (_____)	dex				
<input type="checkbox"/>	Scry ■	int				
<input type="checkbox"/>	Search ■	int				
<input type="checkbox"/>	Sense Motive ■	wis				
<input type="checkbox"/>	Spellcraft	int				
<input type="checkbox"/>	Spot ■	wis				
<input type="checkbox"/>	Swim ■	str*				
<input type="checkbox"/>	Tumble	dex*				
<input type="checkbox"/>	Use Magic Device	cha				
<input type="checkbox"/>	Use Rope ■	dex				
<input type="checkbox"/>	Wilderness Lore ■	wis				
<input type="checkbox"/>						

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *armor check penalty, if any, applies. ** -1 per 5 lb. of gear.

