



CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVEL _____ STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL CURRENT HP _____

HP hit points _____

DEFENSE _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____

TOTAL CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

INITIATIVE modifier _____ = _____ + _____

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus _____

SPEED _____

CROSS-CLASS SKILL NAME	KEY ABILITY	MAX RANKS /			
		SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

- Balance Dex _____ = _____ + _____ + _____
- Bluff Cha _____ = _____ + _____ + _____
- Climb Str _____ = _____ + _____ + _____
- Computer Use Int _____ = _____ + _____ + _____
- Concentration Con _____ = _____ + _____ + _____
- Craft (_____) Int _____ = _____ + _____ + _____
- Craft (_____) Int _____ = _____ + _____ + _____
- Craft (_____) Int _____ = _____ + _____ + _____
- Decipher Script ■ Int _____ = _____ + _____ + _____
- Demolitions ■ Int _____ = _____ + _____ + _____
- Diplomacy Cha _____ = _____ + _____ + _____
- Disable Device ■ Int _____ = _____ + _____ + _____
- Disguise Cha _____ = _____ + _____ + _____
- Drive Dex _____ = _____ + _____ + _____
- Escape Artist Dex* _____ = _____ + _____ + _____
- Forgery Int _____ = _____ + _____ + _____
- Gamble Wis _____ = _____ + _____ + _____
- Gather Information Cha _____ = _____ + _____ + _____
- Handle Animal ■ Cha _____ = _____ + _____ + _____
- Hide Dex* _____ = _____ + _____ + _____
- Intimidate Cha _____ = _____ + _____ + _____
- Investigate ■ Int _____ = _____ + _____ + _____
- Jump Str* _____ = _____ + _____ + _____
- Knowledge (_____) Int _____ = _____ + _____ + _____
- Knowledge (_____) Int _____ = _____ + _____ + _____
- Knowledge (_____) Int _____ = _____ + _____ + _____
- Listen Wis _____ = _____ + _____ + _____
- Move Silently Dex* _____ = _____ + _____ + _____
- Navigate Int _____ = _____ + _____ + _____
- Perform (_____) Cha _____ = _____ + _____ + _____
- Perform (_____) Cha _____ = _____ + _____ + _____
- Perform (_____) Cha _____ = _____ + _____ + _____
- Pilot ■ Dex _____ = _____ + _____ + _____
- Profession Wis _____ = _____ + _____ + _____
- Read/Write Lang. (_____) - _____ = _____ + _____ + _____
- Read/Write Lang. (_____) - _____ = _____ + _____ + _____
- Read/Write Lang. (_____) - _____ = _____ + _____ + _____
- Repair ■ Int _____ = _____ + _____ + _____
- Research Int _____ = _____ + _____ + _____
- Ride Dex _____ = _____ + _____ + _____
- Search Int _____ = _____ + _____ + _____
- Sense Motive Wis _____ = _____ + _____ + _____
- Sleight of Hand ■ Dex _____ = _____ + _____ + _____
- Speak Language (_____) - _____ = _____ + _____ + _____
- Speak Language (_____) - _____ = _____ + _____ + _____
- Speak Language (_____) - _____ = _____ + _____ + _____
- Spot Wis _____ = _____ + _____ + _____
- Survival Wis _____ = _____ + _____ + _____
- Swim Str* _____ = _____ + _____ + _____
- Treat Injury Wis _____ = _____ + _____ + _____
- Tumble ■ Dex* _____ = _____ + _____ + _____
- _____ = _____ + _____ + _____
- _____ = _____ + _____ + _____
- _____ = _____ + _____ + _____

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MISC MODIFIER

FORTITUDE (CONSTITUTION) _____ = _____ + _____ + _____

REFLEX (DEXTERITY) _____ = _____ + _____ + _____

WILL (WISDOM) _____ = _____ + _____ + _____

REPUTATION _____

ACTION POINTS _____

WEALTH BONUS _____

ATTACKS + TOTAL

MELEE attack bonus _____ = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER

RANGED attack bonus _____ = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	EQUIPMENT BONUS	PROFICIENT?
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX

