



CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_
CLASS AND LEVEL \_\_\_\_\_ CAREER LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_
SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

Table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA)

HP HIT POINTS [ ] WOUNDS/CURRENT HP [ ]
AC ARMOR CLASS [ ] = 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]
TOTAL [ ]
ARMOR BONUS [ ] SHIELD BONUS [ ] DEX MODIFIER [ ] SIZE MODIFIER [ ] NATURAL ARMOR [ ] DEFLECTION MODIFIER [ ] MISC MODIFIER [ ]

TOUCH ARMOR CLASS [ ] FLAT-FOOTED ARMOR CLASS [ ]
INITIATIVE MODIFIER [ ] = [ ] + [ ]
TOTAL [ ] DEX MODIFIER [ ] MISC MODIFIER [ ]

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
REFLEX (DEXTERITY) [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
WILL (WISDOM) [ ] = [ ] + [ ] + [ ] + [ ] + [ ]

BASE ATTACK BONUS [ ] SPELL RESISTANCE [ ]

GRAPPLE MODIFIER [ ] = [ ] + [ ] + [ ] + [ ] + [ ]
TOTAL [ ] BASE ATTACK BONUS [ ] STRENGTH MODIFIER [ ] SIZE MODIFIER [ ] MISC MODIFIER [ ]

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

ATTACK table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION \_\_\_\_\_

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER

- APPRaise ■ INT
BALANCE ■ DEX\*
BLUFF ■ CHA
CLIMB ■ STR\*
CONCENTRATION ■ CON
CRAFT ■ ( ) INT
DECIPHER SCRIPT INT
DIPLOMACY ■ CHA
DISABLE DEVICE INT
DISGUISE ■ CHA
ESCAPE ARTIST ■ DEX\*
FORGERY ■ INT
GATHER INFORMATION ■ CHA
HANDLE ANIMAL CHA
HEAL ■ WIS
HIDE ■ DEX\*
INTIMIDATE ■ CHA
JUMP ■ STR\*
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
KNOWLEDGE ( ) INT
LISTEN ■ WIS
MOVE SILENTLY ■ DEX\*
OPEN LOCK DEX
PERFORM ( ) CHA
PERFORM ( ) CHA
PERFORM ( ) CHA
PROFESSION ( ) WIS
PROFESSION ( ) WIS
RIDE ■ DEX
SEARCH ■ INT
SENSE MOTIVE ■ WIS
SLEIGHT OF HAND DEX\*
SPELLCRAFT INT
SPOT ■ WIS
SURVIVAL ■ WIS
SWIM ■ STR\*
TUMBLE DEX\*
USE MAGIC DEVICE CHA
USE ROPE ■ DEX

■ Denotes a skill that can be used untrained.
□ Mark this box with an X if the skill is a class skill for the character.
\* Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN

EXPERIENCE POINTS

**GEAR**

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
<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	AC BONUS	WEIGHT	CHECK PENALTY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL FAILURE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**OTHER POSSESSIONS**

ITEM	PG.	WT.	ITEM	PG.	WT.
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
<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"/>
TOTAL WEIGHT CARRIED					<input type="text"/>

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

**MONEY**

CP —  
 SP —  
 GP —  
 PP —

**FEATS**

PG.

**SPECIAL ABILITIES**

PG.

**SPELLS**

DOMAINS/SPECIALTY SCHOOL:

0: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 1ST: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 2ND: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 3RD: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 4TH: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 5TH: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 6TH: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 7TH: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 8TH: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 9TH: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**SPELL SAVE**

DC MOD

**ARCANE SPELL FAILURE**

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

**LANGUAGES**

Initial languages = Common + racial languages + one per point of Int bonus