



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

FORTITUDE (CONSTITUTION) _____ = _____ + _____ + _____

REFLEX (DEXTERITY) _____ = _____ + _____ + _____

WILL (WISDOM) _____ = _____ + _____ + _____

REPUTATION _____

ACTION POINTS _____

WEALTH BONUS _____

ATTACKS

MELEE attack bonus _____ = _____ + _____ + _____ + _____

RANGED attack bonus _____ = _____ + _____ + _____ + _____

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

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

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

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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

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

