



CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____
CLASS AND 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 []
FLAT-FOOTED ARMOR CLASS []
TOUCH ARMOR CLASS []
INITIATIVE MODIFIER [] = [] + []
TOTAL []

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 []

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

AMMUNITION _____

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AMMUNITION _____

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

- APPRaise, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE, LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE

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.)

