

level	size	age	gender	height	weight	eyes	hair
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CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR strength					HP hit points					
DEX dexterity					AC armor class	$\boxed{} = 10 + \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{}$ TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MISC MODIFIER				
CON constitution					INITIATIVE modifier	$\boxed{} = \boxed{} + \boxed{}$ TOTAL DEX MODIFIER MISC MODIFIER				
INT intelligence					BASE ATTACK bonus	$\boxed{}$				
WIS wisdom					CROSS-CLASS SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER MAX RANKS /					
CHA charisma										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)		=	+	+	+	+	
REFLEX (dexterity)		=	+	+	+	+	
WILL (wisdom)		=	+	+	+	+	

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus						
RANGED attack bonus						
	TOTAL	BASE ATTACK BONUS	DEX 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		

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

ARMOR/PROTECTIVE ITEM		TYPE		ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

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

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[illegible]

cp —

sp —

gp —

pp —

[illegible]

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

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LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
		
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 ~ MAX LOAD	PUSH OR DRAG 5 ~ MAX LOAD

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

[illegible]

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

0 _____ 1st _____ 2nd _____
3rd _____ 4th _____ 5th _____
6th _____ 7th _____ 8th _____
9th _____