

CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 RACE _____ ALIGNMENT _____
 PATRON DEITY/RELIGION _____
 ORIGIN _____ RESIDENCE _____



CHARACTER RECORD SHEET

ABILITY SCORES

STRENGTH
 DEXTERITY
 CONSTITUTION
 INTELLIGENCE
 WISDOM
 CHARISMA

| SCORE | MOD | TEMP SCORE | TEMP MOD |
|-------|-----|------------|----------|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

HIT POINTS

MAX

DMG REDUCTION

MASSIVE DMG THRESHOLD

DIE TYPE(S)

CURRENT

HEALING RATE

SKILLS

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

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

| CLASS SKILL | TOTAL | ABILITY RANKS | MISC 1 | MISC 2 | MISC 3 |
|-------------|-------|---------------|--------|--------|--------|
| | | INT | | | |
| | | WIS | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | STR* | | | |
| | | CON | | | |
| | | INT | | | |
| | | CHA | | | |
| | | INT | | | |
| | | CHA | | | |
| | | INT | | | |
| | | CHA | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | STR* | | | |
| | | INT | | | |
| | | WIS | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | DEX | | | |
| | | CHA | | | |
| | | WIS | | | |
| | | DEX* | | | |
| | | INT | | | |
| | | WIS | | | |
| | | STR* | | | |
| | | DEX* | | | |
| | | CHA | | | |
| | | CHA | | | |
| | | DEX | | | |

ARMOR MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN/ADDITIONAL MODIFIERS

CLASS

- AC WHEN FLAT-FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

| | TOTAL | CLASS BASE | | | | MODIFIERS | | |
|-----------|-------|------------|---|---|---|-----------|-------|------|
| | | 1 | 2 | 3 | 4 | ABILITY | MAGIC | MISC |
| FORTITUDE | | | | | | CON | | |
| REFLEX | | | | | | DEX | | |
| WILL | | | | | | WIS | | |

INITIATIVE

TOTAL

DEX

MISC

BASE MODIFIED

SPEED

ATTACK ROLLS

| | TOTAL | MULTIPLE ATTACKS | | | | CLASS BASE | | | | MODIFIERS | | | |
|-----------------|-------|------------------|-----|-----|-----|------------|---|---|---|-----------|------|--------|--------|
| | | 2ND | 3RD | 4TH | 5TH | 1 | 2 | 3 | 4 | ABILITY | SIZE | MISC 1 | MISC 2 |
| MELEE | | -5 | -10 | -15 | | | | | | STR | | | |
| RANGED | | -5 | -10 | -15 | | | | | | DEX | | | |
| GRAPPLE | | -5 | -10 | -15 | | | | | | STR | | | |
| FLURRY OF BLOWS | | | | | | | | | | STR | | | |

ADDITIONAL MODIFIERS

WEAPONS

| WEAPON | ATT BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |
| NOTES | | | | | | |
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| NOTES | | | | | | |
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| NOTES | | | | | | |
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| NOTES | | | | | | |
| | | | | | | |
| NOTES | | | | | | |

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

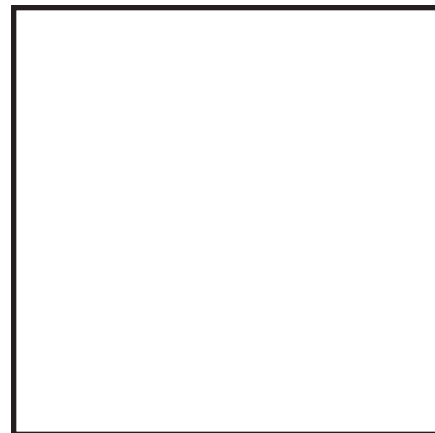
WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS

CHARACTER DESCRIPTION

| | | |
|----------------|------------|------------|
| CHARACTER NAME | AGE | SEX |
| DESCRIPTION | BIRTH DATE | SIZE |
| | HEIGHT | WEIGHT |
| | HAIR | EYES |
| | SKIN | HANDEDNESS |

PERSONALITY _____

CHARACTER SKETCH



CHARACTER TRAITS _____

CHARACTER FLAWS _____

BLOODLINE _____

CONTACTS/FRIENDS _____

ENEMIES _____

QUOTE(S) _____

WILL _____

BACKGROUND & NOTES

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