

SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
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CHARACTER RECORD SHEET

[illegible]

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

MELEE (STRENGTH)		=		+		+		+		+		+	
RANGED (DEXTERITY)		=		+		+		+		+		+	
GRAPPLE (STRENGTH)		=		+		+		+		+		+	

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION _____ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
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AMMUNITION

SPELL RESISTANCE **ARMOR CHECK PENALTY**

CLASS SKILL?	SKILLS					MAX RANKS (CLASS/CROSS-CLASS)	/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC MODIFIER	

☐ ACROBATICS ■	DEX*	=	__	+	__	+	__
☐ ATHLETICS ■	STR*	=	__	+	__	+	__
☐ BLUFF ■	CHA	=	__	+	__	+	__
☐ CONCENTRATION ■	CON	=	__	+	__	+	__
☐ CRAFT ■ (_____)	INT	=	__	+	__	+	__
☐ CRAFT ■ (_____)	INT	=	__	+	__	+	__
☐ DECIPHER SCRIPT	INT	=	__	+	__	+	__
☐ DIPLOMACY ■	CHA	=	__	+	__	+	__
☐ DISABLE DEVICE	INT	=	__	+	__	+	__
☐ DISGUISE ■	CHA	=	__	+	__	+	__
☐ FORGERY ■	INT	=	__	+	__	+	__
☐ HANDLE ANIMAL	CHA	=	__	+	__	+	__
☐ HEAL ■	WIS	=	__	+	__	+	__
☐ INTIMIDATE ■	CHA	=	__	+	__	+	__
☐ KNOWLEDGE (_____)	INT	=	__	+	__	+	__
☐ KNOWLEDGE (_____)	INT	=	__	+	__	+	__
☐ KNOWLEDGE (_____)	INT	=	__	+	__	+	__
☐ KNOWLEDGE (_____)	INT	=	__	+	__	+	__
☐ KNOWLEDGE (_____)	INT	=	__	+	__	+	__
☐ KNOWLEDGE (_____)	INT	=	__	+	__	+	__
☐ OPEN LOCK	DEX	=	__	+	__	+	__
☐ PERCEPTION ■	WIS	=	__	+	__	+	__
☐ PERFORM (_____)	CHA	=	__	+	__	+	__
☐ PERFORM (_____)	CHA	=	__	+	__	+	__
☐ PROFESSION (_____)	WIS	=	__	+	__	+	__
☐ PROFESSION (_____)	WIS	=	__	+	__	+	__
☐ RIDE ■	DEX	=	__	+	__	+	__
☐ SEARCH ■	INT	=	__	+	__	+	__
☐ SENSE MOTIVE ■	WIS	=	__	+	__	+	__
☐ SLEIGHT OF HAND	DEX*	=	__	+	__	+	__
☐ SPELLCRAFT	INT	=	__	+	__	+	__
☐ STEALTH ■	DEX*	=	__	+	__	+	__
☐ SURVIVAL ■	WIS	=	__	+	__	+	__
☐ 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 when swimming.*

CAMPAIGN	

EXPERIENCE POINTS

SHIELD		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

BODY			TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

HEAD	WEIGHT	SPECIAL PROPERTIES

EYES	WEIGHT	SPECIAL PROPERTIES

NECK	WEIGHT	SPECIAL PROPERTIES

SHOULDERS	WEIGHT	SPECIAL PROPERTIES

RING (LEFT)	WEIGHT	SPECIAL PROPERTIES

RING (RIGHT)	WEIGHT	SPECIAL PROPERTIES

HANDS	WEIGHT	SPECIAL PROPERTIES

ARMS/WRISTS	WEIGHT	SPECIAL PROPERTIES

TORSO	WEIGHT	SPECIAL PROPERTIES

WAIST	WEIGHT	SPECIAL PROPERTIES

FEET	WEIGHT	SPECIAL PROPERTIES

MONEY	
CP	_____
SP	_____
GP	_____
PP	_____

FEATS

[illegible]

SPECIAL ABILITIES

[illegible]

LANGUAGES

OTHER POSSESSIONS

[illegible]

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

SPELLS

DOMAINS/SPECIALTY SCHOOL:

RESTRICTED SCHOOL:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

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

0 (CANTRIPS)

SPELL SLOTS

3RD

SPELL SLOTS

6TH

SPELL SLOTS

1ST

SPELL SLOTS

4TH

SPELL SLOTS

7TH

SPELL SLOTS

2ND

SPELL SLOTS

5TH

SPELL SLOTS

8TH

SPELL SLOTS

9TH

SPELL SLOTS

FAMILIAR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

NAME

SIZE

TYPE

SPEED

HP
HIT POINTS

AC
ARMOR CLASS

TOUCH
ARMOR CLASS

FLATFOOTED
ARMOR CLASS

SPELL RESISTANCE

INITIATIVE
MODIFIER

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

DAMAGE REDUCTION

CONDITIONS AND EFFECTS

SAVING THROWS

ATTACK BONUS

MELEE (STRENGTH)

RANGED (DEXTERITY)

GRAPPLE (STRENGTH)

REFLEX (DEXTERITY)

WILL (WISDOM)

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE

TYPE

NOTES

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE

TYPE

NOTES

FEATS

SKILLS

SKILL NAME

RANKS

SKILL MODIFIER