



CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVEL _____ STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



CHARACTER RECORD SHEET

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 EQUIPMENT BONUS DEX MODIFIER MISC BONUS ARMOR PENALTY

INITIATIVE modifier = +

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus

SPEED

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

<input type="checkbox"/> Balance	Dex	=	+	+	
<input type="checkbox"/> Bluff	Cha	=	+	+	
<input type="checkbox"/> Climb	Str	=	+	+	
<input type="checkbox"/> Computer Use	Int	=	+	+	
<input type="checkbox"/> Craft (_____)	Int	=	+	+	
<input type="checkbox"/> Craft (_____)	Int	=	+	+	
<input type="checkbox"/> Craft (_____)	Int	=	+	+	
<input type="checkbox"/> Decipher Script ■	Int	=	+	+	
<input type="checkbox"/> Demolitions ■	Int	=	+	+	
<input type="checkbox"/> Diplomacy	Cha	=	+	+	
<input type="checkbox"/> Disable Device ■	Int	=	+	+	
<input type="checkbox"/> Disguise	Cha	=	+	+	
<input type="checkbox"/> Drive	Dex	=	+	+	
<input type="checkbox"/> Escape Artist	Dex*	=	+	+	
<input type="checkbox"/> Forgery	Int	=	+	+	
<input type="checkbox"/> Gamble	Wis	=	+	+	
<input type="checkbox"/> Gather Information	Cha	=	+	+	
<input type="checkbox"/> Handle Animal ■	Cha	=	+	+	
<input type="checkbox"/> Hide	Dex*	=	+	+	
<input type="checkbox"/> Intimidate	Cha	=	+	+	
<input type="checkbox"/> Investigate ■	Int	=	+	+	
<input type="checkbox"/> Jump	Str*	=	+	+	
<input type="checkbox"/> Knowledge (_____)	Int	=	+	+	
<input type="checkbox"/> Knowledge (_____)	Int	=	+	+	
<input type="checkbox"/> Knowledge (_____)	Int	=	+	+	
<input type="checkbox"/> List	Wis	=	+	+	
<input type="checkbox"/> Move Silently	Dex*	=	+	+	
<input type="checkbox"/> Navigate	Int	=	+	+	
<input type="checkbox"/> Perform (_____)	Cha	=	+	+	
<input type="checkbox"/> Perform (_____)	Cha	=	+	+	
<input type="checkbox"/> Perform (_____)	Cha	=	+	+	
<input type="checkbox"/> Pilot ■	Dex	=	+	+	
<input type="checkbox"/> Profession	Wis	=	+	+	
<input type="checkbox"/> Read/Write Lang. (_____)	...	=	+	+	
<input type="checkbox"/> Read/Write Lang. (_____)	...	=	+	+	
<input type="checkbox"/> Read/Write Lang. (_____)	...	=	+	+	
<input type="checkbox"/> Repair ■	Int	=	+	+	
<input type="checkbox"/> Research	Int	=	+	+	
<input type="checkbox"/> Ride	Dex	=	+	+	
<input type="checkbox"/> Search	Int	=	+	+	
<input type="checkbox"/> Sense Motive	Wis	=	+	+	
<input type="checkbox"/> Sleight of Hand ■	Dex	=	+	+	
<input type="checkbox"/> Speak Language (_____)	...	=	+	+	
<input type="checkbox"/> Speak Language (_____)	...	=	+	+	
<input type="checkbox"/> Speak Language (_____)	...	=	+	+	
<input type="checkbox"/> Spot	Wis	=	+	+	
<input type="checkbox"/> Survival	Wis	=	+	+	
<input type="checkbox"/> Swim	Str*	=	+	+	
<input type="checkbox"/> Treat Injury	Wis	=	+	+	
<input type="checkbox"/> Tumble ■	Dex*	=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED attack bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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

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

ARMOR/PROTECTIVE ITEM		TYPE	EQUIPMENT BONUS	PROFICIENT?	
				Yes No	
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

Skills marked with ■ can't be used untrained. *ARMOR PENALTY,* if any applies

