

CHARACTER NAME & RANK

PLAYER

CHARACTER CLASS AND LEVEL

RACE

ALLEGIANCES

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
<b>STR</b> STRENGTH					<b>HP</b> HIT POINTS			
<b>DEX</b> DEXTERITY					<b>AC</b> ARMOR CLASS	= 10 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>		
<b>CON</b> CONSTITUTION					TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER
<b>INT</b> INTELLIGENCE					<b>TOUCH</b> ARMOR CLASS	<b>FLAT-FOOTED</b> ARMOR CLASS	NATURAL ARMOR	DEFLECTION MODIFIER
<b>WIS</b> WISDOM					<b>INITIATIVE</b> MODIFIER	= <input type="text"/> + <input type="text"/>		
<b>CHA</b> CHARISMA					TOTAL	DEX MODIFIER	MISC MODIFIER	DAMAGE REDUCTION

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	EQUIPMENT MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

**BASE ATTACK BONUS**  **ACTION POINTS**

**GRAPPLE** MODIFIER  =  +  +  +  +

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC. MODIFIER

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
RANGE	TYPE	NOTES		

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION

CLASS SKILL?	SKILLS				
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER

◇ APPRAISE (U)	INT				
◇ BALANCE (U)	DEX*				
◇ BENCHTHUMPING (U)	INT				
◇ BLUFF (U)	CHA				
◇ CLIMB (U)	STR*				
◇ COMPUTER USE (U)	INT				
◇ CONCENTRATION (U)	CON				
◇ CRAFT (U) (_____)	INT				
◇ CRAFT (U) (_____)	INT				
◇ DEMOLITION	INT				
◇ DIPLOMACY (U)	CHA				
◇ DISABLE DEVICE	INT				
◇ DISGUISE (U)	CHA				
◇ DRIVE (U)	DEX				
◇ ESCAPE ARTIST (U)	DEX*				
◇ FORGERY (U)	INT				
◇ GAMBLE (U)	WIS				
◇ GATHER INFORMATION (U)	CHA				
◇ HANDLE ANIMAL	CHA				
◇ HIDE (U)	DEX*				
◇ INVESTIGATE	INT				
◇ INTIMIDATE (U)	CHA				
◇ JUMP (U)	STR*				
◇ KNOWLEDGE (_____)	INT				
◇ KNOWLEDGE (_____)	INT				
◇ KNOWLEDGE (_____)	INT				
◇ KNOWLEDGE (_____)	INT				
◇ KNOWLEDGE (_____)	INT				
◇ KNOWLEDGE (_____)	INT				
◇ LISTEN (U)	WIS				
◇ MOVE SILENTLY (U)	DEX*				
◇ NAVIGATE (U)	INT				
◇ PERFORM (U)	CHA				
◇ PILOT	DEX				
◇ PROFESSION (_____)	WIS				
◇ PROFESSION (_____)	WIS				
◇ READ/WRITE LANGUAGES	N/A				
◇ REPAIR (U)	INT				
◇ RESEARCH (U)	INT				
◇ RIDE (U)	DEX				
◇ SEARCH (U)	INT				
◇ SENSE MOTIVE (U)	WIS				
◇ SLEIGHT OF HAND	DEX				
◇ SPOT (U)	WIS				
◇ SURVIVAL (U)	WIS				
◇ SURVEILLANCE	WIS				
◇ SWIM (U)	STR*				
◇ TREAT INJURY (U)	WIS				
◇ TUMBLE	DEX*				
◇ _____					
◇ _____					
◇ _____					
◇ _____					

◇ FILL IN FOR CLASS SKILL  
 U CAN BE USED UNTRAINED  
 \* ARMOR CHECK PENALTY APPLIES (DOUBLED FOR SWIM)

**FEATS**

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**SPECIAL ABILITIES**

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CAMPAIGN

EXPERIENCE POINTS

**GEAR**

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

**OTHER POSSESSIONS**

ITEM	PG.	WT.	ITEM	PG.	WT.
<b>TOTAL WEIGHT CARRIED</b>					

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

**WEALTH & REPUTATION**

CURRENT WEALTH BONUS	
CURRENT REPUTATION	

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