CHARACTER NAME | PLAYER | CAMPAIGN

CLASS AND LEVEL | CULTURE | BACKGROUND | DEITY

CHARACTER RECORD SHEET

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

	SCORE	MODIFIER	TEMPORARY SCORES	
STR				
DEX				
CON				
INT				
WIS				
CHA				

REPUTATION

HP ____ WOUNDS/CURRENT HP ____ DAMAGE ____

SPEED ____

AC ____ = 10 + ____ (ARMOR BONUS) + ____ (SHIELD BONUS) + ____ (MODIFIER) + ____ (MODIFIER) + ____ (L ARMOR) + ____ (MODIFIER) + ____ (MODIFIER)

DAMAGE REDUCTION ____

TOUCH ____ **FLAT-FOOTED** ____

INITIATIVE ____ (TOTAL) = ____ (DEX) + ____ (MISC)

SPELL RESISTANCE ____

MASSIVE DAMAGE ____

SAVING THROWS	TOTAL		BASE		STAT		MAGIC		MISC		MISC	CONDITIONAL
FORTITUDE	____	=	____	+	____	+	____	+	____	+	____	
REFLEX	____	=	____	+	____	+	____	+	____	+	____	
WILL	____	=	____	+	____	+	____	+	____	+	____	

BASE ATTACK BONUS ____ **MELEE** ____ **RANGED** ____

GRAPPLE ____ = ____ (BAB) + ____ (STR) + ____ (SIZE) + ____ (MISC)

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION: _____ ____ ____ ____ ____ ____

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION: _____ ____ ____ ____ ____ ____

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION: _____ ____ ____ ____ ____ ____

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION: _____ ____ ____ ____ ____ ____

ATTACK

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION: _____ ____ ____ ____ ____ ____

SKILLS

MAX RANKS ____ / ____

CLASS	SKILL NAME	KEY ABILITY	SKILL MOD		ABILITY MOD		RANKS		MISC MOD
_	APPRAISE _	INT	____	=	____	+	____	+	____
_	BALANCE _ _	DEX	____	=	____	+	____	+	____
_	BLUFF _	CHA	____	=	____	+	____	+	____
_	CLIMB _ _	STR	____	=	____	+	____	+	____
_	CONCENTRATION _	CON	____	=	____	+	____	+	____
_	CRAFT (_____) _	INT	____	=	____	+	____	+	____
_	CRAFT (_____) _	INT	____	=	____	+	____	+	____
_	CRAFT (_____) _	INT	____	=	____	+	____	+	____
_	DECIPHER SCRIPT	INT	____	=	____	+	____	+	____
_	DIPLOMACY _	CHA	____	=	____	+	____	+	____
_	DISABLE DEVICE	INT	____	=	____	+	____	+	____
_	DISGUISE _	CHA	____	=	____	+	____	+	____
_	ESCAPE ARTIST _ _	DEX	____	=	____	+	____	+	____
_	FORGERY	INT	____	=	____	+	____	+	____
_	GAMBLE	WIS	____	=	____	+	____	+	____
_	GATHER INFORMATION _	CHA	____	=	____	+	____	+	____
_	HANDLE ANIMAL	CHA	____	=	____	+	____	+	____
_	HEAL _	WIS	____	=	____	+	____	+	____
_	HIDE _ _	DEX	____	=	____	+	____	+	____
_	INTIMIDATE _	CHA	____	=	____	+	____	+	____
_	JUMP _ _	STR	____	=	____	+	____	+	____
_	KNOWLEDGE (_____)	INT	____	=	____	+	____	+	____
_	KNOWLEDGE (_____)	INT	____	=	____	+	____	+	____
_	KNOWLEDGE (_____)	INT	____	=	____	+	____	+	____
_	KNOWLEDGE (_____)	INT	____	=	____	+	____	+	____
_	LISTEN _	WIS	____	=	____	+	____	+	____
_	MOVE SILENTLY _ _	DEX	____	=	____	+	____	+	____
_	OPEN LOCK	DEX	____	=	____	+	____	+	____
_	PERFORM (_____) _	CHA	____	=	____	+	____	+	____
_	PERFORM (_____) _	CHA	____	=	____	+	____	+	____
_	PERFORM (_____) _	CHA	____	=	____	+	____	+	____
_	PROFESSION (_____)	WIS	____	=	____	+	____	+	____
_	PROFESSION (_____)	WIS	____	=	____	+	____	+	____
_	RIDE _	DEX	____	=	____	+	____	+	____
_	SEARCH _	INT	____	=	____	+	____	+	____
_	SENSE MOTIVE _	WIS	____	=	____	+	____	+	____
_	SLEIGHT OF HAND _	DEX	____	=	____	+	____	+	____
_	SPELLCRAFT	INT	____	=	____	+	____	+	____
_	SPOT _	WIS	____	=	____	+	____	+	____
_	SURVIVAL _	WIS	____	=	____	+	____	+	____
_	SWIM _ _	STR	____	=	____	+	____	+	____
_	TUMBLE _	DEX	____	=	____	+	____	+	____
_	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

_ Armor check penalty, if any, applies (double for Swim)

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTION	TYPE	BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT

SHIELD/PROTECTION	TYPE	BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT

PROTECTIVE ITEM	BONUS	WEIGHT	TYPE

PROTECTIVE ITEM	BONUS	WEIGHT	TYPE

PROTECTIVE ITEM	BONUS	WEIGHT	TYPE

OTHER GEAR

TOTAL WEIGHT

LIGHT	MED.	HEAVY	LIFT	LIFT OFF GROUND	PUSH OR DRAG

TREASURE

FEATS

SPECIAL ABILITIES

LANGUAGES

	TOTAL		CLASS	STAT	MISC	MISC
SPELLCASTING		=				
RITUALCASTING		=				

SAFE LEVEL	
FAMILIAR LIMIT	

KNOWN SPELLS			#
LEVEL	SPELL	MT	PRICE

FAMILIAR SPELLS			#
LEVEL	SPELL	MT	PRICE

UNKNOWN SPELLS			
LEVEL	SPELL	MT	PRICE