



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<br>STRENGTH     |               |                  |                 |                    |
| DEX<br>DEXTERITY    |               |                  |                 |                    |
| CON<br>CONSTITUTION |               |                  |                 |                    |
| INT<br>INTELLIGENCE |               |                  |                 |                    |
| WIS<br>WISDOM       |               |                  |                 |                    |
| CHA<br>CHARISMA     |               |                  |                 |                    |

TOTAL CURRENT HP \_\_\_\_\_

HP hit points

DEFENSE  = 10 +  +  +  +  +  +

TOTAL CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

INITIATIVE modifier  =  +

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus

SPEED

| CROSS-CLASS SKILL NAME | KEY ABILITY | MAX RANKS      |                  |       |               |
|------------------------|-------------|----------------|------------------|-------|---------------|
|                        |             | 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"/> Concentration            | Con  | = | + | + |
| <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"/> Listen                   | 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"/> _____                    |      | = | + | + |

SAVING THROWS

TOTAL BASE SAVE ABILITY MODIFIER MISC MODIFIER

FORTITUDE (CONSTITUTION)  =  +  +

REFLEX (DEXTERITY)  =  +  +

WILL (WISDOM)  =  +  +

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

MELEE attack bonus  =  +  +  +

RANGED attack bonus  =  +  +  +

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 |          |

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

CAMPAIGN

\_\_\_\_\_

EXPERIENCE POINTS

\_\_\_\_\_

| ARMOR/PROTECTIVE ITEM |        | TYPE  | EQUIPMENT BONUS |         | PROFICIENT?  |
|-----------------------|--------|-------|-----------------|---------|--|
|                       |        |       |                 |         | Yes <input type="checkbox"/> No <input type="checkbox"/> |
| ARMOR PENALTY         | WEIGHT | SPEED | SIZE            | MAN DEX | SPECIAL PROPERTIES                                       |
|                       |        |       |                 |         |  |

| ARMOR/PROTECTIVE ITEM |        | TYPE  | EQUIPMENT BONUS |         | PROFICIENT?  |
|-----------------------|--------|-------|-----------------|---------|--|
|                       |        |       |                 |         | Yes <input type="checkbox"/> No <input type="checkbox"/> |
| ARMOR PENALTY         | WEIGHT | SPEED | SIZE            | MAN DEX | SPECIAL PROPERTIES                                       |
|                       |        |       |                 |         |  |

| PROTECTIVE ITEM | EQUIPMENT BONUS | SPECIAL PROPERTIES |
|-----------------|-----------------|--------------------|
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### TALENTS/SPECIAL ABILITIES

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### GEAR

| ITEM                 | WT. | ITEM | WT. |
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| TOTAL WEIGHT CARRIED |     |      |     |

### FEATS

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### FX ABILITIES

| ARCANE SPELLS | DIVINE SPELLS | PSIONIC POWERS |
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### ALLEGIANCES

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### LANGUAGES

| LANGUAGE | READ/WRITE? | LANGUAGE | READ/WRITE? |
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