



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 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

<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)	<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"/>

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

