

CHARACTER RECORD SHEETS

character name _____ player _____

race _____ size _____ age _____ gender _____ alignment _____ deity _____

height _____ weight _____ eyes _____ hair _____ skin _____

CLASSES/LEVELS

| | | | | | |
|----------------|----------------|----------------|----------------|----------------|----------------|
| BBN 4+int+h | BRD int+h | CLR 2+int+h | DRD 4+int+h | FTR 2+int+h | MNK 4+int+h |
| PAL 2+int+h | RGR 6+int+h | ROG 8+int+h | SRC 2+int+h | WIZ 2+int+h | |

PRESTIGE CLASS/LEVEL

CHARACTER LEVEL

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | DAMAGE/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION |
|---------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|
| STR strength | | | | | | | | |
| DEX dexterity | | | | | | | | |
| CON constitution | | | | | | | | |
| INT intelligence | | | | | | | | |
| WIS wisdom | | | | | | | | |
| CHA charisma | | | | | | | | |

HP hit points _____

AC armor class _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

TEMPORARY ARMOR CLASS _____ AC WHEN FLATFOOTED _____ AC VS TOUCH _____

INITIATIVE modifier _____ = _____ + _____

TOTAL _____ DEX MODIFIER _____ MISC MODIFIER _____

BASE ATTACK bonus _____ / _____ / _____

SAVING THROWS

FORTITUDE (constitution) _____ = _____ + _____ + _____ + _____ + _____ + _____

REFLEX (dexterity) _____ = _____ + _____ + _____ + _____ + _____ + _____

WILL (wisdom) _____ = _____ + _____ + _____ + _____ + _____ + _____

MELEE attack bonus _____ = _____ + _____ + _____ + _____ + _____ + _____

RANGED attack bonus _____ = _____ + _____ + _____ + _____ + _____ + _____

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |

NOTES _____ WEIGHT: _____

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |

NOTES _____ WEIGHT: _____

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |

NOTES _____ WEIGHT: _____

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |

NOTES _____ WEIGHT: _____

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |

NOTES _____ WEIGHT: _____

| WEAPON | ATK BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|--------|-----------|--------|----------|-------|------|------|
| | | | | | | |

NOTES _____ WEIGHT: _____

| ARMOUR/PROTECTIVE ITEM | TYPE | ARMOR BONUS | MAX DEX BONUS |
|------------------------|------|-------------|---------------|
| | | | |

| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---------------|---------------|-------|--------|--------------------|
| | | | | |

| SHIELD/PROTECTIVE ITEM | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|-------------|--------|---------------|---------------|
| | | | | |

SPECIAL PROPERTIES _____

AMMUNITION

| | | | |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
|-------|-------|-------|-------|

CROSS-CLASS SKILLS

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|---|-------------|----------------|------------------|-------|---------------|
| <input type="checkbox"/> Chemy | int | | | | |
| <input type="checkbox"/> Animal empathy | cha | | | | |
| <input type="checkbox"/> Appraise | int | | | | |
| <input type="checkbox"/> Balance | dex* | | | | |
| <input type="checkbox"/> Bluff | cha | | | | |
| <input type="checkbox"/> Climb | str* | | | | |
| <input type="checkbox"/> Concentration | con | | | | |
| <input type="checkbox"/> Craft | int | | | | |
| <input type="checkbox"/> Decipher Script | int | | | | |
| <input type="checkbox"/> Diplomacy | cha | | | | |
| <input type="checkbox"/> Disable Device | int | | | | |
| <input type="checkbox"/> Disguise | cha | | | | |
| <input type="checkbox"/> Escape Artist | dex* | | | | |
| <input type="checkbox"/> Forgery | int | | | | |
| <input type="checkbox"/> Gather Information | cha | | | | |
| <input type="checkbox"/> Handle Animal | cha | | | | |
| <input type="checkbox"/> Heal | wis | | | | |
| <input type="checkbox"/> Hide | dex* | | | | |
| <input type="checkbox"/> Innuendo | wis | | | | |
| <input type="checkbox"/> Intimidate | cha | | | | |
| <input type="checkbox"/> Intuit Direction | wis | | | | |
| <input type="checkbox"/> Jump | str* | | | | |
| <input type="checkbox"/> Knowledge (arcana) | int | | | | |
| <input type="checkbox"/> Knowledge (architecture & engineering) | int | | | | |
| <input type="checkbox"/> Knowledge (geography) | int | | | | |
| <input type="checkbox"/> Knowledge (history) | int | | | | |
| <input type="checkbox"/> Knowledge (local) | int | | | | |
| <input type="checkbox"/> Knowledge (nature) | int | | | | |
| <input type="checkbox"/> Knowledge (nobility & royal ty) | int | | | | |
| <input type="checkbox"/> Knowledge (the planes) | int | | | | |
| <input type="checkbox"/> Knowledge (religion) | int | | | | |
| <input type="checkbox"/> Listen | wis | | | | |
| <input type="checkbox"/> Move Silently | dex* | | | | |
| <input type="checkbox"/> Open Lock | dex | | | | |
| <input type="checkbox"/> Perform | | | | | |
| <input type="checkbox"/> Pick Pocket | cha | | | | |
| <input type="checkbox"/> Profession | dex* | | | | |
| <input type="checkbox"/> Read Lips | wis | | | | |
| <input type="checkbox"/> Ride | int | | | | |
| <input type="checkbox"/> Scry | dex | | | | |
| <input type="checkbox"/> Search | int | | | | |
| <input type="checkbox"/> Sense Motive | int | | | | |
| <input type="checkbox"/> Spellcraft | wis | | | | |
| <input type="checkbox"/> Spot | int | | | | |
| <input type="checkbox"/> Swim | wis | | | | |
| <input type="checkbox"/> Tumble | str* | | | | |
| <input type="checkbox"/> Use Magic Device | dex* | | | | |
| <input type="checkbox"/> Use Rope | cha | | | | |
| <input type="checkbox"/> Wilderness Lore | dex | | | | |
| <input type="checkbox"/> _____ | wis | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |
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| <input type="checkbox"/> _____ | | | | | |
| <input type="checkbox"/> _____ | | | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with * are cross-class skills. *armor check penalty, if any, applies. ** -1 per 5 lb. of gear.

Total Ranks spent: _____

CHARACTER DESCRIPTION

| | | |
|----------------|------------|------------|
| CHARACTER NAME | AGE | SEX |
| DESCRIPTION | BIRTH DATE | SIZE |
| | HEIGHT | WEIGHT |
| | HAIR | EYES |
| | SKIN | HANDEDNESS |

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES