

character name _____ player _____

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	PERSONAL INFORMATION
STR strength					class _____ level _____
DEX dexterity					race _____ size _____
CON constitution					alignment _____ gender _____
INT intelligence					loyalty _____ age _____
WIS wisdom					hair _____ eyes _____
CHA charisma					



CHARACTER RECORD SHEET

SAVING THROWS

	TOTAL	CLASS BASE	CLASS MODIFIER	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)								
REFLEX (dexterity)								
WILL (wisdom)								

BASE ATTACK ROLLS

	TOTAL	CLASS BASE	ABILITY MODIFIER	other modifiers
MELEE (strength)				
RANGED (dexterity)				

ARMOUR

TOTAL	10	+ ARMOUR	+ DEX	+ SIZE	+ MISC	+ MISC	+ MISC	+ MISC	+ SHIELD
-------	----	----------	-------	--------	--------	--------	--------	--------	----------

ARMOUR (primary)

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES
---------	--------------	-----	-------	--------	-------

ARMOUR (secondary)

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES
---------	--------------	-----	-------	--------	-------

ARMOUR (secondary)

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES
---------	--------------	-----	-------	--------	-------

Flat Footed (No Dex) **Vs Touch Attacks** (No Armour)

ATTACK ROLLS

WEAPON	BASE ATTACK ROLL	BONUS	BONUS	BASE DAMAGE	BONUS	ABILITY

AMMO □□□□□□ □□□□□□ □□□□□□ □□□□□□

INTV (dexterity) TOTAL = ABILITY + MISC + MISC **SPEED** (per action) BASE ARMOUR RUN SPRINT

	Use Untrained?	Armour Check	Class Skill	Class Skill	RANKS	TOTAL
Appraise	■	□	□	Int	_____	_____
Balance	■	φ	□	Dex	_____	_____
Bluff	■	□	□	Cha	_____	_____
Climb	■	φ	□	Str	_____	_____
Concentration	■	□	□	Con	_____	_____
Craft (_____)	■	□	□	Int	_____	_____
Craft (_____)	■	□	□	Int	_____	_____
Decipher Script	□	□	□	Int	_____	_____
Diplomacy	■	□	□	Cha	_____	_____
Disable Device	□	□	□	Int	_____	_____
Disguise	■	□	□	Cha	_____	_____
Escape Artist	■	φ	□	Dex	_____	_____
Forgery	■	□	□	Int	_____	_____
Gather Information	■	□	□	Cha	_____	_____
Handle Animal	□	□	□	Cha	_____	_____
Heal	■	□	□	Wis	_____	_____
Hide	■	φ	□	Dex	_____	_____
Intimidate	■	□	□	Cha	_____	_____
Jump	■	φ	□	Str	_____	_____
Knowledge:Arcana	□	□	□	Int	_____	_____
Knowledge:Arch&Eng	□	□	□	Int	_____	_____
Knowledge:Dungeoneer	□	□	□	Int	_____	_____
Knowledge:Geography	□	□	□	Int	_____	_____
Knowledge:History	□	□	□	Int	_____	_____
Knowledge:Local(_____)	□	□	□	Int	_____	_____
Knowledge:Nature	□	□	□	Int	_____	_____
Knowledge:Nobility	□	□	□	Int	_____	_____
Knowledge:Religion	□	□	□	Int	_____	_____
Knowledge:The Planes	□	□	□	Int	_____	_____
Listen	■	□	□	Wis	_____	_____
Move Silently	■	φ	□	Dex	_____	_____
Open Lock	□	□	□	Dex	_____	_____
Perform	□	□	□	Cha	_____	_____
Profession (_____)	□	□	□	Wis	_____	_____
Ride	■	□	□	Dex	_____	_____
Search	■	□	□	Int	_____	_____
Sense Motive	■	□	□	Wis	_____	_____
Sleight of Hand	φ	□	□	Dex	_____	_____
Spellcraft	□	□	□	Int	_____	_____
Spot	■	□	□	Wis	_____	_____
Survival	■	□	□	Wis	_____	_____
Swim	■	ι	□	Str	_____	_____
Tumble	φ	□	□	Dex	_____	_____
Use Magic Device	□	□	□	Cha	_____	_____
Use Rope	■	□	□	Dex	_____	_____

ι = -1 for each 5lbs worn and carried MAX CLASS SKILLS = LEVEL +3; NON-CLASS SKILLS 1/2

<i>d</i>	HIT DICE	TOTAL HITS	NEEDED FOR NEXT LEVEL
	CURRENT HITS		EXPERIENCE

FEATS	
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

SPELLS					
SPELL RESISTANCE		SPELL SAVE		SPELL FAILURE	
SPELLS PER DAY					
0	BASE	STAT	DIVINE	TOTAL	
1	BASE	STAT	DIVINE	TOTAL	
2	BASE	STAT	DIVINE	TOTAL	
3	BASE	STAT	DIVINE	TOTAL	
4	BASE	STAT	DIVINE	TOTAL	
5	BASE	STAT	DIVINE	TOTAL	
6	BASE	STAT	DIVINE	TOTAL	
7	BASE	STAT	DIVINE	TOTAL	
8	BASE	STAT	DIVINE	TOTAL	
9	BASE	STAT	DIVINE	TOTAL	

OTHER ABILITIES

MONEY

LANGUAGES

GEAR	

WEAPONS									
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES