

CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DEITY/RELIGION \_\_\_\_\_  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_



CHARACTER RECORD SHEET

ABILITY SCORES

STRENGTH  
 DEXTERITY  
 CONSTITUTION  
 INTELLIGENCE  
 WISDOM  
 CHARISMA

SCORE	MOD	TEMP SCORE	TEMP MOD

HIT POINTS

MAX

DMG REDUCTION

MASSIVE DMG THRESHOLD

DIE TYPE(S)

CURRENT

HEALING RATE

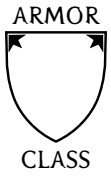
SKILLS

- ALCHEMY
- ANIMAL EMPATHY
- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INNUENDO
- INTIMIDATE ■
- INTUIT DIRECTION
- JUMP ■
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ■ ( \_\_\_\_\_ )
- PICK POCKET
- PROFESSION ( \_\_\_\_\_ )
- PSICRAFT
- READ LIPS
- RIDE ■
- SCRY ■
- SEARCH ■
- SENSE MOTIVE ■
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■
- WILDERNESS LORE ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

CLASS SKILL	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
		INT			
		CHA			
		INT			
		WIS			
		DEX*			
		CHA			
		STR*			
		CON			
		INT			
		CHA			
		INT			
		CHA			
		CHA			
		DEX*			
		INT			
		CHA			
		CHA			
		WIS			
		DEX*			
		WIS			
		CHA			
		WIS			
		STR*			
		INT			
		INT			
		INT			
		INT			
		WIS			
		DEX*			
		DEX			
		CHA			
		DEX*			
		WIS			
		INT			
		INT			
		DEX			
		INT			
		WIS			
		INT			
		WIS			
		CON			
		STR†			
		DEX*			
		CHA			
		CHA			
		DEX			
		WIS			

ARMOR



ARMOR = 10 +

MODIFIERS: ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN/ADDITIONAL MODIFIERS

- AC WHEN FLAT-FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE								
REFLEX								
WILL								

INITIATIVE

TOTAL  DEX  MISC

BASE  MODIFIED

SPEED

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE													
RANGED													
GRAPPLE													
FLURRY OF BLOWS													

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
NOTES	<input type="text"/>					
NOTES	<input type="text"/>					
NOTES	<input type="text"/>					
NOTES	<input type="text"/>					

† CAN BE USED WITH 0 RANKS — \* ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

PROFICIENCIES

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS

# EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT	
CURRENT LOAD						TOTAL WEIGHT CARRIED			

## MOVEMENT & LIFTING

**MOVEMENT**

WALK	HUSTLE	RUN
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED

**LIFTING**

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= MAX LOAD	= 2 X MAX LOAD	= 5 X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	×4
HEAVY		+1	-6	×3

## EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

## LANGUAGES

## MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

## SPECIAL ABILITIES & FEATS

# SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 +  (ABILITY) +  (MISC)

SCHOOL OF SPECIALIZATION

PROHIBITED SCHOOLS

## TURN UNDEAD

TIMES/DAY  = 3 +  (CHA) +  (MISC)

CHECK  =  (CHA) +  (MISC)

DAMAGE  + 2d6 =  (CHA) +  (MISC)

MOST POWERFUL UNDEAD AFFECTED (HIT DICE)

0 OR LESS	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
-4	-3	-2	-1	<input type="text"/>	+1	+2	+3	+4

LEVEL

## HENCHMEN/ANIMAL COMPANIONS

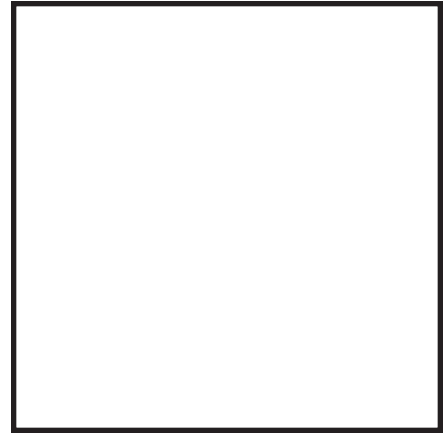
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													

# CHARACTER DESCRIPTION

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

PERSONALITY \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CHARACTER SKETCH



CHARACTER TRAITS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CHARACTER FLAWS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

BLOODLINE \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CONTACTS/FRIENDS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ENEMIES \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

QUOTE(S) \_\_\_\_\_  
\_\_\_\_\_

WILL \_\_\_\_\_  
\_\_\_\_\_

## BACKGROUND & NOTES

DATE CREATED \_\_\_\_\_ DM/CAMPAIGN \_\_\_\_\_