

Character

Race

Class



Character Record Sheet © J. Hirvonen

Alignment

Deity

Level

Experience

Penalty

Gender

Age

Size

Height

Weight

Skin

Hair

Eyes

Handedness

Past

Nationality / Region

Appearance

Clothing

Personality / Behavior

Notes

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

		TOTAL	BASE SAVE	ABIL MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT	(CON)						
REF	(DEX)						
WILL	(WIS)						

SAVING THROW MODIFIERS

HIT POINTS

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD
LOAD	SPEED	MAX DEX
L	SPEED	CHK PEN
M	H	RUN

ARMOR CLASS

NORMAL

= 10 + + + + +

ARMOR BONUS SHIELD BONUS DEX MOD SIZE MOD MISC MOD

AC MODIFIERS

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS**INITIATIVE**

INITIATIVE MODIFIERS

= +

DEX MOD MISC MOD

ATTACK BONUSES**MELEE****RANGED**

(STR)

(DEX)

TOTAL ATTACK BONUS

BASE ATTACK BONUS

ABIL MOD

SIZE MOD

MISC MOD

TEMP MOD

ATTACK BONUS MODIFIERS**WEAPONS**

ATTACK BONUS DAMAGE CRITICAL RANGE SIZE TYPE WGT LBS NOTES & RELATED FEATS

WEAPON PROFICIENCIES ALL SIMPLE ALL MARTIAL**COMBAT NOTES**

SKILLS		SKILL POINTS PER LEVEL	+ INT MOD	CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3 CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2					■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES					
		Skill Mod	Ranks	Abil Mod	Misc Mod	Key Ability	Cross Class		Skill Mod	Ranks	Abil Mod	Misc Mod	Key Ability	Cross Class
Alchemy			=	+	+	INT	<input type="checkbox"/>	Knowledge (nature)		=	+	+	INT	<input type="checkbox"/>
Animal Empathy			=	+	+	CHA	<input type="checkbox"/>	Knowledge		=	+	+	INT	<input type="checkbox"/>
Appraise ■			=	+	+	INT	<input type="checkbox"/>	Knowledge		=	+	+	INT	<input type="checkbox"/>
Balance ■†			=	+	+	DEX	<input type="checkbox"/>	Listen ■		=	+	+	WIS	<input type="checkbox"/>
Bluff ■			=	+	+	CHA	<input type="checkbox"/>	Move Silently ■†		=	+	+	DEX	<input type="checkbox"/>
Climb ■†			=	+	+	STR	<input type="checkbox"/>	Open Lock		=	+	+	DEX	<input type="checkbox"/>
Concentration ■			=	+	+	CON	<input type="checkbox"/>	Perform ■		=	+	+	CHA	<input type="checkbox"/>
Craft ■			=	+	+	INT	<input type="checkbox"/>	Pick Pocket †		=	+	+	DEX	<input type="checkbox"/>
Craft ■			=	+	+	INT	<input type="checkbox"/>	Profession		=	+	+	WIS	<input type="checkbox"/>
Decipher Script			=	+	+	INT	<input type="checkbox"/>	Profession		=	+	+	WIS	<input type="checkbox"/>
Diplomacy ■			=	+	+	CHA	<input type="checkbox"/>	Read Lips		=	+	+	INT	<input type="checkbox"/>
Disable Device			=	+	+	INT	<input type="checkbox"/>	Ride ■		=	+	+	DEX	<input type="checkbox"/>
Disguise ■			=	+	+	CHA	<input type="checkbox"/>	Scry ■		=	+	+	INT	<input type="checkbox"/>
Escape Artist ■†			=	+	+	DEX	<input type="checkbox"/>	Search ■		=	+	+	INT	<input type="checkbox"/>
Forgery ■			=	+	+	INT	<input type="checkbox"/>	Sense Motive ■		=	+	+	WIS	<input type="checkbox"/>
Gather Information ■			=	+	+	CHA	<input type="checkbox"/>	Spellcraft		=	+	+	INT	<input type="checkbox"/>
Handle Animal			=	+	+	CHA	<input type="checkbox"/>	Spot ■		=	+	+	WIS	<input type="checkbox"/>
Heal ■			=	+	+	WIS	<input type="checkbox"/>	Swim ■ (-1 for each 5 lbs. of gear)		=	+	+	STR	<input type="checkbox"/>
Hide ■†			=	+	+	DEX	<input type="checkbox"/>	Tumble †		=	+	+	DEX	<input type="checkbox"/>
Innuendo			=	+	+	WIS	<input type="checkbox"/>	Use Magic Device		=	+	+	CHA	<input type="checkbox"/>
Intimidate ■			=	+	+	CHA	<input type="checkbox"/>	Use Rope ■		=	+	+	DEX	<input type="checkbox"/>
Intuit Direction			=	+	+	WIS	<input type="checkbox"/>	Wilderness Lore ■		=	+	+	WIS	<input type="checkbox"/>
Jump ■†			=	+	+	STR	<input type="checkbox"/>			=	+	+		<input type="checkbox"/>
Knowledge (arcana)			=	+	+	INT	<input type="checkbox"/>			=	+	+		<input type="checkbox"/>
Knowledge (religion)			=	+	+	INT	<input type="checkbox"/>			=	+	+		<input type="checkbox"/>

SKILL MODIFIERS

RACIAL TRAITS & CLASS FEATURES

LANGUAGES