



CHARACTER NAME _____ PLAYER _____

CLASS _____ RACE _____ ALIGNMENT _____ DEITY _____

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP HIT POINTS	AC ARMOR CLASS	INITIATIVE MODIFIER	BASE ATTACK BONUS	TOTAL	WOUNDS / CURRENT HP	ACTION POINTS	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR STRENGTH									$10 +$					
DEX DEXTERITY														
CON CONSTITUTION														
INT INTELLIGENCE														
WIS WISDOM														
CHA CHARISMA														

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR / 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					

_____ _____

_____ _____

CROSS CLASS	SKILLS					MAX RANKS
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	ALCHEMY	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 & ROYALTY)	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"/>	(_____)					
<input type="checkbox"/>	(_____)					
<input type="checkbox"/>	PICK POCKET	DEX*	=	+	+	
<input type="checkbox"/>	PROFESSION (_____)	WIS	=	+	+	
<input type="checkbox"/>	READ LIPS	INT	=	+	+	
<input type="checkbox"/>	RIDE **	DEX	=	+	+	
<input type="checkbox"/>	SCRY **	INT	=	+	+	
<input type="checkbox"/>	SEARCH **	INT	=	+	+	
<input type="checkbox"/>	SENSE MOTIVE **	WIS	=	+	+	
<input type="checkbox"/>	SPELLCRAFT	INT	=	+	+	
<input type="checkbox"/>	SPOT **	WIS*	=	+	+	
<input type="checkbox"/>	SWIM **	STR***	=	+	+	
<input type="checkbox"/>	TUMBLE	DEX*	=	+	+	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	=	+	+	
<input type="checkbox"/>	USE ROPE **	DEX	=	+	+	
<input type="checkbox"/>	WILDERNESS LORE **	WIS	=	+	+	
<input type="checkbox"/>	(_____)		=	+	+	

