

Character _____ Player _____
 Class _____ Level _____
 Race _____ Alignment _____
 Patron Deity/Religion _____
 Origin _____ Residence _____



Player Character Record

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX

DAMAGE REDUCTION

CURRENT

Die Type(s) _____

SKILLS

- Appraise ■
- Autohypnosis
- Balance ■
- Bluff ■
- Climb ■
- Concentration ■
- Craft ■ (_____)
- Decipher Script
- Diplomacy ■
- Disable Device
- Disguise ■
- Escape Artist ■
- Forgery ■
- Gather Information ■
- Handle Animal
- Heal ■
- Hide ■
- Intimidate ■
- Jump ■
- Knowledge (_____)
- Knowledge (_____)
- Knowledge (_____)
- Knowledge (_____)
- Listen ■
- Move Silently ■
- Open Lock
- Perform (_____)
- Perform (_____)
- Perform (_____)
- Profession (_____)
- Psicraft
- Ride ■
- Search ■
- Sense Motive ■
- Sleight of Hand
- Spellcraft
- Spot ■
- Stabilize Self
- Survival ■
- Swim ■
- Tumble
- Use Magic Device
- Use Psionic Device
- Use Rope ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3
 MAX RANKS = LVL+3(1/2)

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

ARMOR

ARMOR CLASS = 10 +

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2

MODIFIERS: DEX _____

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						CON		
Reflex						DEX		
Will						WIS		

INITIATIVE

TOTAL _____ DEX _____ MISC _____

MODIFIED _____

Speed

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
Melee		-5	-10	-15						STR			
Ranged		-5	-10	-15						DEX			
Grapple		-5	-10	-15						STR			
Flurry of Blows										STR			

ADDITIONAL MODIFIERS

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Notes						
Notes						
Notes						
Notes						

■ DENOTES SKILL CAN BE USED UNTRAINED - * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

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

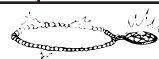
Load	Capacity	Max Dex	Enc Pen	Run
Light		Normal	Normal	Normal
Medium		+3	-3	×4
Heavy		+1	-6	×3

EXPERIENCE

Total Experience

XP's Needed For Next Level

Hit Points By Level



MONEY & GEMS

CP —

SP —

GP —

PP —

Gems —

SPECIAL ABILITIES & FEATS

LANGUAGES

