



CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____
CLASS AND LEVEL _____ CAREER LEVEL _____ RACE _____ ALIGNMENT _____ DEITY _____
SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME ABILITY SCORE ABILITY MODIFIER TEMPORARY SCORE TEMPORARY MODIFIER
STR STRENGTH
DEX DEXTERITY
CON CONSTITUTION
INT INTELLIGENCE
WIS WISDOM
CHA CHARISMA
HP HIT POINTS
AC ARMOR CLASS
TOTAL = 10+
ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER
TOUCH ARMOR CLASS
FLAT-FOOTED ARMOR CLASS
INITIATIVE MODIFIER
TOTAL = DEX MODIFIER + MISC MODIFIER

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

BASE ATTACK BONUS
SPELL RESISTANCE
GRAPPLE MODIFIER
TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC MODIFIER

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

Table with columns: ATTACK, ATTACK BONUS, DAMAGE, CRITICAL, RANGE, TYPE, NOTES

AMMUNITION _____

SKILLS CLASS SKILL SKILL NAME KEY ABILITY SKILL MODIFIER ABILITY MODIFIER RANKS MISC MODIFIER

- APPRaise, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE, LISTEN, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE

Denotes a skill that can be used untrained.
Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN _____

EXPERIENCE POINTS _____

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2x MAX LOAD</small>	PUSH OR DRAG <small>5x MAX LOAD</small>

MONEY

- CP —
- SP —
- GP —
- PP —

FEATS

PG. _____

SPECIAL ABILITIES

PG. _____

SPELLS

DOMAINS/SPECIALTY SCHOOL: _____

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS _____

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

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

©2003 WIZARDS OF THE COAST, INC. Permission granted to photocopy for personal use only.