



CHARACTER SHEET

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC
ARMOR CLASS

TOTAL

+ 10 +

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

HP
HIT POINTS

TOTAL

NONLETHAL DAMAGE

WOUNDS / CURRENT HP

DAMAGE
REDUCTION

TOTAL

DEX

MODIFIER

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

+

INITIATIVE
MODIFIER

TOTAL

DEX

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

+

+

+

SPEED

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE TYPE NOTES

AMMUNITION

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE TYPE NOTES

AMMUNITION

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE TYPE NOTES

AMMUNITION

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE TYPE NOTES

AMMUNITION

ATTACK

ATTACK BONUS

DAMAGE

CRITICAL

RANGE TYPE NOTES

AMMUNITION

CONDITIONAL AC MODIFIERS

SKILLS

MAX RANKS
(CLASS/CROSS-CLASS)

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ APPRAISE ■	INT				
☐ BALANCE ■	DEX*				
☐ BLUFF ■	CHA				
☐ CLIMB ■	STR*				
☐ CONCENTRATION ■	CON				
☐ CRAFT ■ ()	INT				
☐ CRAFT ■ ()	INT				
☐ CRAFT ■ ()	INT				
☐ DECIPHER SCRIPT	INT				
☐ DIPLOMACY ■	CHA				
☐ DISABLE DEVICE	INT				
☐ DISGUISE ■	CHA				
☐ ESCAPE ARTIST ■	DEX*				
☐ FORGERY ■	INT				
☐ GATHER INFORMATION ■	CHA				
☐ HANDLE ANIMAL	CHA				
☐ HEAL ■	WIS				
☐ HIDE ■	DEX*				
☐ INTIMIDATE ■	CHA				
☐ JUMP ■	STR*				
☐ KNOWLEDGE ()	INT				
☐ KNOWLEDGE ()	INT				
☐ KNOWLEDGE ()	INT				
☐ KNOWLEDGE ()	INT				
☐ KNOWLEDGE ()	INT				
☐ LISTEN ■	WIS				
☐ MOVE SILENTLY ■	DEX*				
☐ OPEN LOCK	DEX				
☐ PERFORM ■ ()	CHA				
☐ PERFORM ■ ()	CHA				
☐ PERFORM ■ ()	CHA				
☐ PROFESSION ()	WIS				
☐ PROFESSION ()	WIS				
☐ RIDE ■	DEX				
☐ SEARCH ■	INT				
☐ SENSE MOTIVE ■	WIS				
☐ SLEIGHT OF HAND	DEX*				
☐ SPELLCRAFT	INT				
☐ SPOT ■	WIS				
☐ SURVIVAL ■	WIS				
☐ SWIM ■	STR*				
☐ TUMBLE	DEX*				
☐ USE MAGIC DEVICE	CHA				
☐ USE ROPE ■	DEX				
☐					
☐					
☐					

* Denotes a skill that can be used untrained. Check this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swims.)

POSSESSIONS

ITEM

ITEM

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

MAGIC ITEM RECORD SHEET

MAGIC ITEM	REFERENCE

FACE
Goggles, lenses, masks, spectacles, third eyes.

MAGIC ITEM	REFERENCE

THROAT
Amulets, badges, brooches, collars, medals, medallions, necklaces, pendants, periapts, scarabs, scarfs, tores.

MAGIC ITEM	REFERENCE

BODY
Armor, robes.

MAGIC ITEM	REFERENCE

HANDS
Gauntlets, gloves.

MAGIC ITEM	REFERENCE

WAIST
Belts, girdles, sashes.

MAGIC ITEM	REFERENCE

FEET
Boots, sandals, shoes, slippers.

MAGIC ITEM	REFERENCE

HEAD
Circlets, crowns, hats, headbands, helmets, phylacteries.

MAGIC ITEM	REFERENCE

SHOULDERS
Capes, cloaks, mantles, shawls.

MAGIC ITEM	REFERENCE

TORSO
Shirts, tunics, vests, vestments.

MAGIC ITEM	REFERENCE

ARMS
Armbands, bracelets, bracers.

MAGIC ITEM	REFERENCE

MAGIC ITEM	REFERENCE

RINGS

WEALTH

MONEY

CP—

SP—

GP—

PP—

OTHER

FEAT	PAGE REF.
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FEAT	PAGE REF.
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NOTES

SPELLS				
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE		
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		
SPECIALTY SCHOOL				
PROHIBITED SCHOOLS				

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECI

ARMOR/PROTECTIVE ITEMS

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

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE	PAGE REF.
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