

character name _____ adventure _____



Character Record Sheet

race _____ class(es) & level(s) _____ alignment _____ deity _____

size _____ age _____ gender _____

height _____ weight _____ eyes _____ hair _____ skin _____

Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Experience Points	Needed for Next Level			
<input type="text"/>	<input type="text"/>			

Armor Class	TOTAL	=	10	+	<input type="text"/>	+	DEX	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Initiative	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	DEX	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Melee Attacks	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	STR	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Ranged Attacks	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	DEX	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Saves	Fortitude	=	<input type="text"/>	+	<input type="text"/>	+	CON	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Reflex	=	<input type="text"/>	+	<input type="text"/>	+	DEX	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	Will	=	<input type="text"/>	+	<input type="text"/>	+	WIS	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Spell Points	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	bonus	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Skill Points/Level	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	INT	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

Total Armor Bonus	Ability Modifier	Misc Modifier	Misc Modifier
<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
<input type="text"/>	STR	<input type="text"/>	<input type="text"/>
<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
<input type="text"/>	CON	<input type="text"/>	<input type="text"/>
<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>
<input type="text"/>	bonus	<input type="text"/>	<input type="text"/>
<input type="text"/>	INT	<input type="text"/>	<input type="text"/>

Hit Points	TOTAL	Con Modifier	Hit Die Type(s)
<input type="text"/>	<input type="text"/>	CON	<input type="text"/>
Spell Resistance	<input type="text"/>	Damage Reduction	<input type="text"/>
Wounds / Current Hit Points			
Current Spell Points			

Carrying Capacity

Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Push or Drag
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
			Equals Max Load	2x Max Load	5x Max Load

Encumbrance

Total Weight	Load	Max Dex Bonus	Check Penalty*	Speed	Run
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gear Worn clothes, armor, weapons, jewelry, etc.					
Gear Worn + Gear Packed move-equivalent action to discard pack					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Feats / Special Abilities

Chance of Arcane Spell Failure: <input type="text"/> %			
Spell Save DC Modifier: <input type="text"/>			
Level	Per Day or Point Cost	Bonus	Spell Save DC
0	<input type="text"/>	0	<input type="text"/>
1st	<input type="text"/>	<input type="text"/>	<input type="text"/>
2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
4th	<input type="text"/>	<input type="text"/>	<input type="text"/>
5th	<input type="text"/>	<input type="text"/>	<input type="text"/>
6th	<input type="text"/>	<input type="text"/>	<input type="text"/>
7th	<input type="text"/>	<input type="text"/>	<input type="text"/>
8th	<input type="text"/>	<input type="text"/>	<input type="text"/>
9th	<input type="text"/>	<input type="text"/>	<input type="text"/>
Spell Casting Notes			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			

Class	Skill	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
<input type="checkbox"/>	Appraise	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Balance*	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Bluff	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Climb*	<input type="text"/>	str	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Concentration	<input type="text"/>	con	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Craft:	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Decipher Script	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Diplomacy	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Disable Device	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Disguise	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Escape Artist*	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Forgery	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Gather Information	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Handle Animal	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Heal	<input type="text"/>	wis	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Hide*	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Intimidate	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Jump*	<input type="text"/>	str	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Knowledge:	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Listen	<input type="text"/>	wis	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Move Silently*	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Open Lock	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Perform:	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Profession:	<input type="text"/>	wis	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Ride:	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Search	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Sense Motive	<input type="text"/>	wis	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Sleight of Hand*	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Spellcraft	<input type="text"/>	int	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Spot	<input type="text"/>	wis	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Survival	<input type="text"/>	wis	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Swim**	<input type="text"/>	str	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Tumble*	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Use Magic Device	<input type="text"/>	cha	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Use Rope	<input type="text"/>	dex	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	Speak Language	List on page 2			
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Armor/Protective Item	Armor Bonus	Max Dex Bonus	Check Penalty*	Spell Failure	Speed	Weight
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					

Weapon	Total Attack Bonuses	Damage	Critical	Range Increment	Weight	Type
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>					

Ammunition

Italicized skills cannot be used with zero (0) ranks
 * Armor/Encumbrance Check Penalty applies ** -1 per 5 lbs of gear

character name _____ adventure _____

Gear Worn Weight

Items including clothing, weapons, armor, jewelry, magic items, etc. that always count towards encumbrance, but are easily accessible at all times

Armor/Protective Items _____
Weapons at the ready _____

Total Weight:

Gear Packed Weight

Items carried in some type of pack that are less accessible, but easily discarded prior to combat to reduce encumbrance

Total Weight:

Gear Stowed Weight

Items carried in a wagon, on a pack animal, or kept in a building where they are least accessible, but do not count against your encumbrance.

Cash

Platinum: _____
Gold: _____
Silver: _____
Copper: _____
Gems: _____

Weight: _____
50 coins weigh 1 pound

Languages

Initial languages = Common + racial languages + Int bonus
Each additional language = 1 rank of Speak Language skill

Followers Type Hit Die Hit Points Size Max Load Speed Initiative AC Attacks Bonus Damage

<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>
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STR:___() DEX:___() CON:___() INT:___() WIS:___() CHA:___()

Fort: Ref: Will: Skills:

Notes

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STR:___() DEX:___() CON:___() INT:___() WIS:___() CHA:___()

Fort: Ref: Will: Skills:

Notes

<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>	<input style="width:90%;" type="text"/>
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STR:___() DEX:___() CON:___() INT:___() WIS:___() CHA:___()

Fort: Ref: Will: Skills:

Notes

Additional Notes

Weapon Total Attack Bonuses Damage Critical Range Increment Weight Type

<input style="width:98%;" type="text"/>	<input style="width:98%;" type="text"/>	<input style="width:98%;" type="text"/>	<input style="width:98%;" type="text"/>	<input style="width:98%;" type="text"/>	<input style="width:98%;" type="text"/>	<input style="width:98%;" type="text"/>
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Notes

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Notes

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Notes

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Notes

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Notes

Skills Skill Modifier Ability Modifier Ranks Misc Modifier

Class	Skill	Modifier	Ability	Modifier	Ranks	Misc	Modifier
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+
<input type="checkbox"/>			=		+		+