



Character Record

Name: _____ Homeland: _____

Race: _____ Alignment: _____ Deity: _____

Age/Height/Weight: _____ Hair/Eyes: _____ Size: _____ Gender: _____

Class/Level: _____ Experience: _____

STR Strength	Score _____ =	Base _____	+	Enhancement Bonus _____	+	Misc Bonus _____	-	Misc Penalty _____	Ability Modifier _____
DEX Dexterity	Score _____ =	Base _____	+	Enhancement Bonus _____	+	Misc Bonus _____	-	Misc Penalty _____	Ability Modifier _____
CON Constitution	Score _____ =	Base _____	+	Enhancement Bonus _____	+	Misc Bonus _____	-	Misc Penalty _____	Ability Modifier _____
INT Intelligence	Score _____ =	Base _____	+	Enhancement Bonus _____	+	Misc Bonus _____	-	Misc Penalty _____	Ability Modifier _____
WIS Wisdom	Score _____ =	Base _____	+	Enhancement Bonus _____	+	Misc Bonus _____	-	Misc Penalty _____	Ability Modifier _____
CHA Charisma	Score _____ =	Base _____	+	Enhancement Bonus _____	+	Misc Bonus _____	-	Misc Penalty _____	Ability Modifier _____

Hit Points

Speed _____
Initiative _____
Base _____
Attack _____
Bonus _____

Character Portrait

Saving Throws

Fortitude	Total _____ =	Base _____	+	Ability Modifier _____	+	Enhancement Bonus _____	+	Misc Bonus _____
Reflex	Total _____ =	Base _____	+	Ability Modifier _____	+	Enhancement Bonus _____	+	Misc Bonus _____
Will	Total _____ =	Base _____	+	Ability Modifier _____	+	Enhancement Bonus _____	+	Misc Bonus _____

Armor Class

Melee	Total _____ =	10	+	Armor Bonus _____	+	Ability Modifier _____	+	Shield Bonus _____	+	Parry Bonus _____	+	Misc Bonuses _____
Ranged	Total _____ =	10	+	Armor Bonus _____	+	Ability Modifier _____	+	Shield Bonus _____	+	Parry Bonus _____	+	Misc Bonuses _____

Offense

Weapon _____	Bonus to Hit _____	Damage _____	Critical _____	Range _____	Type _____	Ammunition □ □ □ □ □ □ □ □ □ □
Weapon _____	Bonus to Hit _____	Damage _____	Critical _____	Range _____	Type _____	Ammunition □ □ □ □ □ □ □ □ □ □
Weapon _____	Bonus to Hit _____	Damage _____	Critical _____	Range _____	Type _____	Ammunition □ □ □ □ □ □ □ □ □ □
Weapon _____	Bonus to Hit _____	Damage _____	Critical _____	Range _____	Type _____	Ammunition □ □ □ □ □ □ □ □ □ □
Weapon _____	Bonus to Hit _____	Damage _____	Critical _____	Range _____	Type _____	Ammunition □ □ □ □ □ □ □ □ □ □

Defense

_____	Type _____	AC Bonus _____	Max Dex _____	Check Penalty _____	Spell Failure _____	Max Speed _____
_____	Type _____	AC Bonus _____	Max Dex _____	Check Penalty _____	Spell Failure _____	Max Speed _____
_____	Type _____	AC Bonus _____	Max Dex _____	Check Penalty _____	Spell Failure _____	Max Speed _____
_____	Type _____	AC Bonus _____	Max Dex _____	Check Penalty _____	Spell Failure _____	Max Speed _____

Skills

Max Ranks: Class skill: level + 3 / Cross-class skill: ½ × (level +3)					
Class Skill	Modifier	Total	Ranks	Ability Modifier	Misc
<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"/> Craft (_____)	INT	_____	_____	_____	_____
<input type="checkbox"/> Dechipher Script ¹	INT	_____	_____	_____	_____
<input type="checkbox"/> Diplomacy	CHA	_____	_____	_____	_____
<input type="checkbox"/> Disable Device ¹	INT	_____	_____	_____	_____
<input type="checkbox"/> Disguise	CHA	_____	_____	_____	_____
<input type="checkbox"/> Escape Artist ²	DEX	_____	_____	_____	_____
<input type="checkbox"/> Forgery	INT	_____	_____	_____	_____
<input type="checkbox"/> Gather Information	CHA	_____	_____	_____	_____
<input type="checkbox"/> Handle Animal ¹	CHA	_____	_____	_____	_____
<input type="checkbox"/> Heal	WIS	_____	_____	_____	_____
<input type="checkbox"/> Hide	DEX	_____	_____	_____	_____
<input type="checkbox"/> Intimidate	CHA	_____	_____	_____	_____
<input type="checkbox"/> Jump ²	STR	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ¹ (_____)	INT	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ¹ (_____)	INT	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ¹ (_____)	INT	_____	_____	_____	_____
<input type="checkbox"/> Knowledge ¹ (_____)	INT	_____	_____	_____	_____
<input type="checkbox"/> Listen	WIS	_____	_____	_____	_____
<input type="checkbox"/> Move Silently	DEX	_____	_____	_____	_____
<input type="checkbox"/> Open Lock ¹	DEX	_____	_____	_____	_____
<input type="checkbox"/> Perform (_____)	CHA	_____	_____	_____	_____
<input type="checkbox"/> Perform (_____)	CHA	_____	_____	_____	_____
<input type="checkbox"/> Profession ¹ (_____)	WIS	_____	_____	_____	_____
<input type="checkbox"/> Ride	DEX	_____	_____	_____	_____
<input type="checkbox"/> Search	INT	_____	_____	_____	_____
<input type="checkbox"/> Sense Motive	WIS	_____	_____	_____	_____
<input type="checkbox"/> Sleight of Hand ^{1,2}	DEX	_____	_____	_____	_____
<input type="checkbox"/> Spell Craft ¹	INT	_____	_____	_____	_____
<input type="checkbox"/> Spot	WIS	_____	_____	_____	_____
<input type="checkbox"/> Survival	WIS	_____	_____	_____	_____
<input type="checkbox"/> Swim ²	STR	_____	_____	_____	_____
<input type="checkbox"/> Tumble ^{1,2}	DEX	_____	_____	_____	_____
<input type="checkbox"/> Use Magic Device ¹	CHA	_____	_____	_____	_____
<input type="checkbox"/> Use Rope	DEX	_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____
<input type="checkbox"/> _____		_____	_____	_____	_____

¹ Trained only, ² Armor check penalty

Languages

Money/Wealth

Feats/Special Abilities

Magic

Domain/School _____

Domain Powers _____

Turn/Rebuke Undead

Times / Day

Turning Check

Turning Damage

Spell Level

Known/Spells per Day

Bonus Spells

Spell Save DC

Spells Prepared

0

1

2

3

4

5

6

7

8

9

Equipment

Item	Weight	Item	Weight
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Reputation Points:

Points	1-10	11-25	26-40	41+
Artisan	Craftsman	Journeyman	Artist	Master
Clergy	Acolyte	Priest	High Priest	Elder
Criminal	Footpad	Outlaw	Mastermind	Underworld Lord
Merchant	Trader	Broker	Tycoon	Master Merchant
Military	Veteran	Lieutenant	Captain	Commander
Mystic	Haruspex	Soothsayer	Seer	Oracle
Performer	Player	Celebrity	Luminary	Cynosure
Scholar	Pedant	Preceptor	Teacher	Mentor
Statesman	Clerk	Representative	Minister	Councillor

Load

Light

Medium

Heavy