



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
☐ Appraise	INT	_____	_____	_____	_____
☐ Balance	DEX	_____	_____	_____	_____
☐ Bluff	CHA	_____	_____	_____	_____
☐ Climb	STR	_____	_____	_____	_____
☐ Concentration	CON	_____	_____	_____	_____
☐ Craft (_____)	INT	_____	_____	_____	_____
☐ Craft (_____)	INT	_____	_____	_____	_____
☐ Dechipher Script ¹	INT	_____	_____	_____	_____
☐ Diplomacy	CHA	_____	_____	_____	_____
☐ Disable Device ¹	INT	_____	_____	_____	_____
☐ Disguise	CHA	_____	_____	_____	_____
☐ Escape Artist ²	DEX	_____	_____	_____	_____
☐ Forgery	INT	_____	_____	_____	_____
☐ Gather Information	CHA	_____	_____	_____	_____
☐ Handle Animal ¹	CHA	_____	_____	_____	_____
☐ Heal	WIS	_____	_____	_____	_____
☐ Hide	DEX	_____	_____	_____	_____
☐ Intimidate	CHA	_____	_____	_____	_____
☐ Jump ²	STR	_____	_____	_____	_____
☐ Knowledge ¹ (_____)	INT	_____	_____	_____	_____
☐ Knowledge ¹ (_____)	INT	_____	_____	_____	_____
☐ Knowledge ¹ (_____)	INT	_____	_____	_____	_____
☐ Knowledge ¹ (_____)	INT	_____	_____	_____	_____
☐ Listen	WIS	_____	_____	_____	_____
☐ Move Silently	DEX	_____	_____	_____	_____
☐ Open Lock ¹	DEX	_____	_____	_____	_____
☐ Perform (_____)	CHA	_____	_____	_____	_____
☐ Perform (_____)	CHA	_____	_____	_____	_____
☐ Profession ¹ (_____)	WIS	_____	_____	_____	_____
☐ Ride	DEX	_____	_____	_____	_____
☐ Search	INT	_____	_____	_____	_____
☐ Sense Motive	WIS	_____	_____	_____	_____
☐ Sleight of Hand ^{1,2}	DEX	_____	_____	_____	_____
☐ Spell Craft ¹	INT	_____	_____	_____	_____
☐ Spot	WIS	_____	_____	_____	_____
☐ Survival	WIS	_____	_____	_____	_____
☐ Swim ²	STR	_____	_____	_____	_____
☐ Tumble ^{1,2}	DEX	_____	_____	_____	_____
☐ Use Magic Device ¹	CHA	_____	_____	_____	_____
☐ Use Rope	DEX	_____	_____	_____	_____
☐ _____		_____	_____	_____	_____
☐ _____		_____	_____	_____	_____
☐ _____		_____	_____	_____	_____
☐ _____		_____	_____	_____	_____
☐ _____		_____	_____	_____	_____
☐ _____		_____	_____	_____	_____

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