

CHARACTER RECORD SHEET

AMMUNITION _____ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILLS				/
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/>	APPRAISE ■	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	BALANCE ■	DEX*	-3	= 2	+ _____	+	
<input type="checkbox"/>	BLUFF ■	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	CLIMB ■	STR*	-1	= 4	+ _____	+	
<input type="checkbox"/>	CONCENTRATION ■	CON	3	= 3	+ _____	+	
<input type="checkbox"/>	CRAFT ■ (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	CRAFT ■ (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	CRAFT ■ (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	DECIPHER SCRIPT	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	DIPLOMACY ■	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	DISABLE DEVICE	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	DISGUISE ■	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	-3	= 2	+ _____	+	
<input type="checkbox"/>	FORGERY ■	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	HANDLE ANIMAL	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	HEAL ■	WIS	0	= 0	+ _____	+	
<input type="checkbox"/>	HIDE ■	DEX*	-3	= 2	+ _____	+	
<input type="checkbox"/>	INTIMIDATE ■	CHA	3	= -1	+ 4	+	
<input type="checkbox"/>	JUMP ■	STR*	-1	= 4	+ _____	+	
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	LISTEN ■	WIS	2	= 0	+ 2	+	
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	-3	= 2	+ _____	+	
<input type="checkbox"/>	OPEN LOCK	DEX	2	= 2	+ _____	+	
<input type="checkbox"/>	PERFORM (_____)	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	PERFORM (_____)	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	PERFORM (_____)	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	PROFESSION (_____)	WIS	0	= 0	+ _____	+	
<input type="checkbox"/>	PROFESSION (_____)	WIS	0	= 0	+ _____	+	
<input type="checkbox"/>	RIDE ■	DEX	6	= 2	+ 4	+	
<input type="checkbox"/>	SEARCH ■	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	0	= 0	+ _____	+	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	-3	= 2	+ _____	+	
<input type="checkbox"/>	SPELLCRAFT	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	SPOT ■	WIS	2	= 0	+ 2	+	
<input type="checkbox"/>	SURVIVAL ■	WIS	0	= 0	+ _____	+	
<input type="checkbox"/>	SWIM ■	STR*	-6	= 4	+ _____	+	
<input type="checkbox"/>	TUMBLE	DEX*	-3	= 2	+ _____	+	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	-1	= -1	+ _____	+	
<input type="checkbox"/>	USE ROPE ■	DEX	2	= 2	+ _____	+	
<input type="checkbox"/>	_____	_____	0	=	+ _____	+	
<input type="checkbox"/>	_____	_____	0	=	+ _____	+	
<input type="checkbox"/>	_____	_____	0	=	+ _____	+	

* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Chainmail		MA	5	2
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-5				

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Large Shield	2		
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.
Pot: Cure Light x4			Pot: Neutralize Poison		
Mindless Obedience			Sadistic Mindset		
			TOTAL WEIGHT CARRIED		0.0

0
PUSH OR
DRAG
5 ×
MAX LOAD

CP —

SP —

GP —

PP —

Iron Will

PG.

DOMAINS/SPECIALTY SCHOOL:

DC MO

0%

CONDITIONAL MODIFIERS

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

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