

SIZE

GENDER

HEIGHT

WEIG

ALIGNMENT

DEITY

SKIN

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL		WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED	
STR STRENGTH	12	1			HP HIT POINTS	16				
DEX DEXTERITY	14	2			AC ARMOR CLASS	15	$= 10 + \underset{\text{ARMOR BONUS}}{3} + \underset{\text{SHIELD BONUS}}{\quad} + \underset{\text{DEX MODIFIER}}{2} + \underset{\text{SIZE MODIFIER}}{\quad} + \underset{\text{NATURAL ARMOR}}{\quad} + \underset{\text{DEFLECTION MODIFIER}}{\quad} + \underset{\text{MISC MODIFIER}}{\quad} + \text{DAMAGE REDUCTION}$			
CON CONSTITUTION	13	1			TOTAL					
INT INTELLIGENCE	10	0			TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	13	SKILLS <div> <div>CLASS SKILL?</div> <div> <div>SKILL NAME</div> <div>KEY ABILITY</div> <div>SKILL MODIFIER</div> <div>ABILITY MODIFIER</div> <div>RANKS</div> <div>MISC MODIFIER</div> </div> </div>	
WIS WISDOM	10	0			INITIATIVE MODIFIER	2	$= \underset{\text{DEX MODIFIER}}{2} + \underset{\text{MISC MODIFIER}}{\quad}$			
CHA CHARISMA	9	-1			TOTAL		<input type="checkbox"/> APPRAISE <input checked="" type="checkbox"/> INT $= \underset{\text{DEX MODIFIER}}{0} + \underset{\text{MISC MODIFIER}}{\quad} + \underset{\text{MISC MODIFIER}}{\quad}$			

SAVING THROWS	TOTAL	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	4	3	+	1	+		+		+		
REFLEX (DEXTERITY)	5	3	+	2	+		+		+		
WILL (WISDOM)	0		+	0	+		+		+		

BASE ATTACK BONUS 2 **SPELL RESISTANCE** 0%

GRAPPLE MODIFIER	3	=	2	+	1	+		+	
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Longbow		4	1d8+1	x3
RANGE	TYPE	NOTES		
100	P	Mighty, Favored Enemy, poison		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Spear		3	1d8+1	x3
RANGE	TYPE	NOTES		
	P	Favored Enemy		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

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CLASS/SKILL	SKILLS					/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
<input type="checkbox"/> APPRAISE ■	INT	0	=	0	+	+
<input type="checkbox"/> BALANCE ■	DEX*	1	=	2	+	+
<input type="checkbox"/> BLUFF ■	CHA	-1	=	-1	+	+
<input type="checkbox"/> CLIMB ■	STR*	2	=	1	+	2
<input type="checkbox"/> CONCENTRATION ■	CON	1	=	1	+	+
<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*	1	=	2	+	+
<input type="checkbox"/> FORGERY ■	INT	0	=	0	+	+
<input type="checkbox"/> GATHER INFORMATION ■	CHA	-1	=	-1	+	+
<input type="checkbox"/> HANDLE ANIMAL	CHA	0	=	-1	+	1
<input type="checkbox"/> HEAL ■	WIS	4	=	0	+	4
<input type="checkbox"/> HIDE ■	DEX*	5	=	2	+	4
<input type="checkbox"/> INTIMIDATE ■	CHA	-1	=	-1	+	+
<input type="checkbox"/> JUMP ■	STR*	3	=	1	+	3
<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	4	=	0	+	4
<input type="checkbox"/> MOVE SILENTLY ■	DEX*	5	=	2	+	4
<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	4	=	2	+	2
<input type="checkbox"/> SEARCH ■	INT	0	=	0	+	+
<input type="checkbox"/> SENSE MOTIVE ■	WIS	0	=	0	+	+
<input type="checkbox"/> SLEIGHT OF HAND	DEX*	1	=	2	+	+
<input type="checkbox"/> SPELLCRAFT	INT	0	=	0	+	+
<input type="checkbox"/> SPOT ■	WIS	4	=	0	+	4
<input type="checkbox"/> SURVIVAL ■	WIS	4	=	0	+	4
<input type="checkbox"/> SWIM ■	STR*	-1	=	1	+	+
<input type="checkbox"/> TUMBLE	DEX*	1	=	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	=	_____	+	_____

■ Denotes a skill that can be used untrained.

☐ Mark this box with an X if the skill is a class skill for the character.

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

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GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Studded Leather		LA	3	5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-1				

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

OTHER POSSESSIONS					
ITEM	PG.	WT.	ITEM	PG.	WT.
Enough Arrows			Poisoned Arrows x 2		
Dirty Rags			Poison: DC18 1d8/1d8 CON		
Nasty Attitude			Dirty Sense of Humor		
			TOTAL WEIGHT CARRIED		0.0

				0	0
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

CP —	
SP —	
GP —	
PP —	

Rapid Shot PG.

Endurance

PG.

Favored Enemy: humans

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

DOMAINS/SPECIALTY SCHOOL:

0: _____

1st: _____

2ND: _____

3RD:

4TH:

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

DC MOI

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"/>