

WEIGHT	EYES	HAIR	SKIN
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CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL		WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED																
STR STRENGTH	16	3			HP HIT POINTS	51																			
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	17	3			TOTAL																				
INT INTELLIGENCE	10	0			TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	13																	
WIS WISDOM	10	0			INITIATIVE MODIFIER	6	$= \underset{\text{DEX MODIFIER}}{2} + \underset{\text{MISC MODIFIER}}{4}$																		
CHA CHARISMA	15	2			TOTAL		CLASS SKILL? <table border="1"> <thead> <tr> <th rowspan="2">SKILL NAME</th> <th rowspan="2">KEY ABILITY</th> <th colspan="4">MAX RANKS (CLASS/CROSS-CLASS)</th> </tr> <tr> <th>SKILL MODIFIER</th> <th>ABILITY MODIFIER</th> <th>RANKS</th> <th>MISC MODIFIER</th> </tr> </thead> <tbody> <tr> <td><input type="checkbox"/> APPRAISE</td> <td>INT</td> <td>0</td> <td>= 0</td> <td>+</td> <td>+</td> </tr> </tbody> </table>			SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)				SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	<input type="checkbox"/> APPRAISE	INT	0	= 0	+	+
SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)																							
		SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER																				
<input type="checkbox"/> APPRAISE	INT	0	= 0	+	+																				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	9	6	3				
REFLEX (DEXTERITY)	5	3	2				
WILL (WISDOM)	1	1	0				

BASE ATTACK BONUS 5 **SPELL RESISTANCE** 0%

GRAPPLE MODIFIER	8	=	5	+	3	+		+	
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Longbow		7	1d8+3	x3
RANGE	TYPE	NOTES		
100	P	Mighty, remember Favored Enemy		

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ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
Falchion		9	2d4+4	18-20
RANGE	TYPE	NOTES		
	S	Remember 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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CLASS SKILL	SKILL NAME	KEY ABILITY	SKILLS				/
			SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	MISC MODIFIER	
<input type="checkbox"/>	APPRAISE ■	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	BALANCE ■	DEX*	1	= 2	+ _____	+	
<input type="checkbox"/>	BLUFF ■	CHA	2	= 2	+ _____	+	
<input type="checkbox"/>	CLIMB ■	STR*	6	= 3	+ 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	2	= 2	+ _____	+	
<input type="checkbox"/>	DISABLE DEVICE	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	DISGUISE ■	CHA	2	= 2	+ _____	+	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	1	= 2	+ _____	+	
<input type="checkbox"/>	FORGERY ■	INT	0	= 0	+ _____	+	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	2	= 2	+ _____	+	
<input type="checkbox"/>	HANDLE ANIMAL	CHA	6	= 2	+ 4	+	
<input type="checkbox"/>	HEAL ■	WIS	4	= 0	+ 4	+	
<input type="checkbox"/>	HIDE ■	DEX*	5	= 2	+ 4	+	
<input type="checkbox"/>	INTIMIDATE ■	CHA	6	= 2	+ 4	+	
<input type="checkbox"/>	JUMP ■	STR*	2	= 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	2	= 2	+ _____	+	
<input type="checkbox"/>	PERFORM (_____)	CHA	2	= 2	+ _____	+	
<input type="checkbox"/>	PERFORM (_____)	CHA	2	= 2	+ _____	+	
<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*	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	= 3	+ _____	+	
<input type="checkbox"/>	TUMBLE	DEX*	1	= 2	+ _____	+	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	2	= 2	+ _____	+	
<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			Pot: Cure Light x2		
Pot: Cure Serious x 1			No Loyalties		
Seductive Attitude					
			TOTAL WEIGHT CARRIED		0.0

0
PUSH OR
DRAG
5 ×
MAX LOAD

CP —

SP —

GP —

PP —

Track

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

0%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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☐ ☐ 0 ☐ 0

1ST

2ND

3RD

4TH

☐ ☐ 5TH ☐ ☐

☐ ☐ 6TH ☐ ☐

☐ ☐ 7TH ☐ ☐

8TH

9TH