

CHARACTER NAME _____ AFFILIATION _____ PLAYER NAME _____

RACE _____ TYPE _____ SIZE _____ ALIGNMENT _____ DIETY _____ SPECIALIZATION / DOMAIN / DISCIPLINE _____



GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____ DESCRIPTION _____

CHARACTER RECORD SHEET

SCORE	MODIFIER	ABILITY	BASE	RACE	LEVEL	ITEM	MISC	TOTAL	ARMOR	SHIELD	NATURAL	DEX MOD	DODGE	DEFLECT	SIZE MOD	MISC	LEVEL	CLASS / RACIAL HD	HP
		STR						AC 10										A	
		DEX						TOUCH 10										B	
		CON						FLAT-FOOT 10										C	
		INT						INIT										D	
		WIS						CHECK PENALTY										E	
		CHA																	

TOTAL	SAVING THROW	ABILITY	CLASS A	CLASS B	CLASS C	CLASS D	CLASS E	FEAT	ITEM	MISC
	FORTITUDE	CONSTITUTION								
	REFLEX	DEXTERITY								
	WILL	WISDOM								
TOTAL	ATTACK BONUS	ABILITY	CLASS A	CLASS B	CLASS C	CLASS D	CLASS E	FEAT	SIZE	MISC
	MELEE	STRENGTH								
	RANGED	DEXTERITY								
TOTAL	COMBAT MANEUVER	STR MOD	CLASS A	CLASS B	CLASS C	CLASS D	CLASS E	FEAT	SIZE	MISC
	CMB									
	CMD									

Core 95c: Common Conditions

CONDITIONAL MODIFIERS

Core 195: Combat Modifiers

Core 198: Combat Maneuvers

DEX MOD: **10**

TOTAL	BASE	EQUIP	LOAD	MISC	HP
	SPEED				
	SPEED				
	SPEED				

TOTAL	SKILL	ABILITY	RANK	CLASS	CHECK	MISC
<input type="checkbox"/>	Acrobatics	DEX				
<input type="checkbox"/>	Appraise	INT				
<input type="checkbox"/>	Bluff	CHA				
<input type="checkbox"/>	Climb	STR				
<input type="checkbox"/>	Craft	INT				
<input type="checkbox"/>	Craft	INT				
<input type="checkbox"/>	Diplomacy	CHA				
<input type="checkbox"/>	Disable Device	DEX				
<input type="checkbox"/>	Disguise	CHA				
<input type="checkbox"/>	Escape Artist	DEX				
<input type="checkbox"/>	Fly	DEX				
<input type="checkbox"/>	Handle Animal	CHA				
<input type="checkbox"/>	Heal	WIS				
<input type="checkbox"/>	Intimidate	CHA				
<input type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Knowledge	INT				
<input type="checkbox"/>	Linguistics	INT				
<input type="checkbox"/>	Perception	WIS				
<input type="checkbox"/>	Perform	CHA				
<input type="checkbox"/>	Perform	CHA				
<input type="checkbox"/>	Perform	CHA				
<input type="checkbox"/>	Profession	WIS				
<input type="checkbox"/>	Profession	WIS				
<input type="checkbox"/>	Ride	DEX				
<input type="checkbox"/>	Sense Motive	WIS				
<input type="checkbox"/>	Sleight of Hand	DEX				
<input type="checkbox"/>	Spellcraft	INT				
<input type="checkbox"/>	Stealth	DEX				
<input type="checkbox"/>	Survival	WIS				
<input type="checkbox"/>	Swim	STR				
<input type="checkbox"/>	Use Magic Device	CHA				

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

BONUS	BASE	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC	CRITICAL	NOTES	TYPE
DAMAGE	ABILITY	ENHANCEMENT	FEAT	MISC	MISC	MISC	MISC			RANGE

AMMO / WANDS	QTY/CHARGE	USED

Core 206: Concentration

TOTAL	CLASS A	CLASS B	CLASS C	CLASS D	CLASS E	INT x HD	MISC	MISC

NOTES

