Player's Name	Character's Name	Race (Size)	Gender	Alignment

Deity	Age	Weight	Height	Appearance / Description

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Character Record Sheet v 1.4

Abilities:

	Normal Ability Score	Permanent Ability changes	Magic Item Ability Changes	**Total Ability Points**	**Total Ability Modifier**	Permanent Ability Drained	Temp. Ability Damage	Temp. Modifier	**Current Ability Points**	**Current Ability Modifier**
Str					Str					Str
Dex					Dex					Dex
Con					Con					Con
Int					Int					Int
Wis					Wis					Wis
Cha					Cha					Cha

Armor Class:

Base	Size	Armor	Shield	Natural Armor	Dex	Dodge	Deflec-tion	Misc	**Total**
10					Dex				=

Attack Bonus:

	Base Attack Bonus	Size	Ability mod.	Magic Items	Misc.	**Total Attack Bonus**	Temp mod.	**Current Attack Bonus**
Melee			Str					
Ranged			Dex					

Weapons:

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Ammunition:

Hit Points:

Max HP	Current HP	Nonlethal Damage	Damage Reduction

Initiative:

Dex. mod.	Magic Items	Misc	**Total Init**
Dex			=

Miss Chance	%
Arcane Spell Failure	%
Armor check penalty	-

Saving Throws:

	Base Save	Ability mod.	Magic Items	Misc	**Total Save**	Temp. Mod.	**Current Save**
Fort		Con			=		=
Ref		Dex			=		=
Will		Wis			=		=

Conditional modifier:

Spell Resistance:	

Max Load:

Light Load	Medium Load	Heavy Load	Lift over Head	Lift off Ground	Push or Drag

Speed:

Current Load	Load Category	Base Speed	Current Speed	Current Run
lb.				

Experience & Level:

Total Character HD (Total Class Levels + Racial HD)	**Effective Character Level** (Total Character HD + Racial Level Adjustment)	**XP for next Level**	**Current XP:**

Class:	Level:
Negative Levels:	

Equipped Items:

Armor/Protective Item	Armor Bonus	Armor Check Penalty	Spell Fail-ure
		-	%

Weight	Max Dex	Special Properties
lb.	+	

Shield / Protective Item	Armor Bonus	Armor Check Penalty	Spell Fail-ure
		-	%

Weight	Special Properties
lb.	

Type	**Item name**	**Special Properties**	**Weight**
Hat, helmet, or headband			lb.
Eye lenses or goggles			lb.
Cloak, cape, or mantle			lb.
Medallion, necklace, amu-let, brooch, or equal			lb.
Robe			lb.
Vest, vestment or shirt			lb.
Bracers or bracelets			lb.
Gloves or gauntlets			lb.
Ring			lb.
Ring			lb.
Belt			lb.
Boots			lb.

Player's Name | Character's Name | Race (Size) | Gender | Alignment

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Gear:

Item:	Weight:

Total Weight of Gear:	
Weapon and Ammo Weight:	
Equipped Item /Armor weight:	
Money Weight:	
Total Weight:	
Load Category:	

Money:

PP	
GP	
SP	
CP	

Special Abilities:

Feats:

Notes:

Languages:

Skills:

	Total	Ranks	Ability	Misc.
Appraise	=		Int	
Balance	=		Dex	*
Bluff	=		Cha	
Climb	=		Str	*
Concentration	=		Con	
Decipher Script *(trained only)*	=		Int	
Diplomacy	=		Cha	
Disable Device *(trained only)*	=		Int	
Disguise	=		Cha	
Escape Artist	=		Dex	*
Forgery	=		Int	
Gather Information	=		Cha	
Handle Animal *(trained only)*	=		Cha	
Heal	=		Wis	
Hide	=		Dex	*
Intimidate	=		Cha	
Jump	=		Str	*
Listen	=		Wis	
Move Silently	=		Dex	*
Open Locks *(trained only)*	=		Dex	
Ride	=		Dex	
Search	=		Int	
Sense Motive	=		Wis	
Sleight of Hand *(trained only)*	=		Dex	*
Spell craft *(trained only)*	=		Int	
Spot	=		Wis	
Survival	=		Wis	
Swim	=		Str	*
Tumble *(trained only)*	=		Dex	*
Use Magic Device *(trained only)*	=		Cha	
Use Rope	=		Dex	

Perform (Cha), Craft (Int), Profession (Wis) and Knowledge (Int, trained only):

	Total	Ranks	Ability	Misc.
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			

Literacy and Speak Language:

Literacy**		Speak Language	

* Armor check penalties apply

**All except the Bbn are already literacy. The Bbn must spend 2 skill points to check this box.

Player's Name | Character's Name | Race (Size) | Gender | Alignment

Character Record Sheet v 1.4

Item:	Weight:

Item:	Weight:

Item:	Weight:

Owner's Name	Animal's Name	Animal Type (Size)	Gender

Alignment	Age	Weight	Height	Appearance / Description

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Character Record Sheet v 1.4

Abilities:

	Normal Ability Score	Permanent Ability changes	Magic Item Ability Changes	**Total Ability Points**	**Total Ability Modifier**	Permanent Ability Drained	Temp. Ability Damage	Temp. Modifier	**Current Ability Points**	**Current Ability Modifier**
Str					Str					Str
Dex					Dex					Dex
Con					Con					Con
Int					Int					Int
Wis					Wis					Wis
Cha					Cha					Cha

Hit Points:

Max HP	Current HP	Nonlethal Damage	Damage Reduction

Initiative:

Dex. mod.	Magic Items	Misc	**Total Init**
Dex			=

Miss Chance	%
Arcane Spell Failure	%
Armor check penalty	-

Armor Class:

Base	Size	Armor	Shield	Natural Armor	Dex	Dodge	Deflec-tion	Misc	**Total**
10					Dex				=

Saving Throws:

	Base Save	Ability mod.	Magic Items	Misc	**Total Save**	Temp. Mod.	**Current Save**
Fort		Con			=		=
Ref		Dex			=		=
Will		Wis			=		=

Conditional modifier:

Spell Resistance:

Attack Bonus:

	Base Attack Bonus	Size	Ability mod.	Magic Items	Misc.	**Total Attack Bonus**	Temp mod.	**Current Attack Bonus**
Melee			Str					
Ranged			Dex					

Max Load:

Light Load	Medium Load	Heavy Load	Lift over Head	Lift off Ground	Push or Drag

Speed:

Current Load	Load Category	Base Speed	Current Speed	Current Run
lb.				

Weapons:

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Weapon	Total Attack Bonus	Damage	Critical

Hand	Range	Weight	Size	Type	Special Properties
	ft.	lb.			

Equipped Items:

Armor/Protective Item	Armor Bonus	Armor Check Penalty	Spell Failure
		-	%

Weight	Max Dex	Special Properties
lb.	+	

Shield / Protective Item	Armor Bonus	Armor Check Penalty	Spell Failure
		-	%

Weight	Special Properties
lb.	

Gear:

Item:	Weight:
Total Weight of Gear:	
Gear Listed on Owner:	
Weight of Rider:	
Total Weight Carried by Rider:	
Equipped Item /Armor weight:	
Total Weight:	
Load Category:	

Special Abilities, Features & Feats:

Skills:

	Total	**Ranks**	**Ability**	**Misc.**
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			
	=			

Notes: