

level	size	age	gender	height	weight	eyes	hair
-------	------	-----	--------	--------	--------	------	------



HERO
RECORD
SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

	TOTAL	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION	HIT/DIE TYPE	SPEED			
HP hit points													
AC armor class	= 10 +		+		+		+		+		+		
	TOTAL	ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	
										MISS CHANCE	ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE

INITIATIVE modifier = DEX MODIFIER + MISC MODIFIER

BASE ATTACK bonus = TOTAL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)		=	+	+	+	+	
REFLEX (dexterity)		=	+	+	+	+	
WILL (wisdom)		=	+	+	+	+	

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE attack bonus			+	+	+	+
RANGED attack bonus			+	+	+	+
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM		TYPE		ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

[illegible]

CROSS-CLASS	SKILLS					MAX RANKS	/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
☐ Animal empathy	cha	=	+	+			
☐ Appraise r	int	=	+	+			
☐ Balance r	dex*	=	+	+			
☐ Barter r	cha	=	+	+			
☐ Bluff r	cha	=	+	+			
☐ Climb r	str*	=	+	+			
☐ Concentration r	con	=	+	+			
☐ Craft r ()	int	=	+	+			
☐ Craft r ()	int	=	+	+			
☐ Decipher Script	int	=	+	+			
☐ Diplomacy r	cha	=	+	+			
☐ Disable Device	int	=	+	+			
☐ Disguise r	cha	=	+	+			
☐ Escape Artist r	dex*	=	+	+			
☐ Gather Information r	cha	=	+	+			
☐ Handle Animal	cha	=	+	+			
☐ Heal r	wis	=	+	+			
☐ Hide r	dex*	=	+	+			
☐ Innuendo	wis	=	+	+			
☐ Intimidate r	cha	=	+	+			
☐ Intuit Direction	wis	=	+	+			
☐ Jump r	str*	=	+	+			
☐ Knowledge (ancients)	int	=	+	+			
☐ Knowledge (lore)	int						
☐ Knowledge (tribe)	int	=	+	+			
☐ Knowledge ()	int	=	+	+			
☐ Knowledge ()	int	=	+	+			
☐ Knowledge ()	int	=	+	+			
☐ Knowledge ()	int	=	+	+			
☐ Listen r	wis						
☐ Move Silently r	dex*	=	+	+			
☐ Open Lock	dex	=	+	+			
☐ Perform r ()		=	+	+			
☒ Pick Pocket	dex*	=	+	+			
☒ Profession ()	wis	=	+	+			
☐ Read Lips	int	=	+	+			
☐ Scry r	int						
☐ Search r	int						
☐ Sense Motive r	wis	=	+	+			
☐ Signalling r	wis	=	+	+			
☐ Sound Imitation r	wis	=	+	+			
☐ Speak Language		=	+	+			
☐ Spellcraft	int	=	+	+			
☐ Spot r	wis	=	+	+			
☐ Swim r	dex*	=	+	+			
☐ Taunt r	cha	=	+	+			
☐ Tumble	dex	=	+	+			
☐ Use Rope r	dex	=	+	+			
☐ Vine Swinging	dex	=	+	+			
☐ Wilderness Lore r	wis	=	+	+			

Skills marked with r can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *armor check penalty, if any, applies.
** -1 per 5 lb. of gear.



experience points

TOTAL WEIGHT CARRIED

3rd:

4th:

5th:

LANGUAGES

number of spells known

0 _____	1st _____	2nd _____
3rd _____	4th _____	5th _____
6th _____	7th _____	8th _____
9th _____		