

level	size	age	gender	height	weight	eyes	hair
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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

TOTAL = DEX MODIFIER + MISC MODIFIER

BASE ATTACK bonus

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
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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				

AMMUNITION										

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	=	+	+			
☐ 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.*



experience points

		TOTAL WEIGHT CARRIED
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3rd:

4th:

5th:

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

SPELL SAVE		DC MOD	
SPELL SAVE DC	LEVEL	SPILLS PER DAY	BONUS SPILLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		

0 1st 2nd

3rd _____ 4th _____ 5th _____

6th _____ 7th _____ 8th _____

9th _____