

CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 RACE _____ ALIGNMENT _____
 PATRON DEITY/RELIGION _____
 ORIGIN _____ RESIDENCE _____



CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

DISABLED

MAX

CURRENT

DMG REDUCTION

HEALING RATE

MASSIVE DMG THRESHOLD

DIE TYPE(S)

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ()
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE ()
- KNOWLEDGE ()
- KNOWLEDGE ()
- KNOWLEDGE ()
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ()
- PERFORM ()
- PERFORM ()
- PROFESSION ()
- PSICRAFT
- RIDE ■
- SEARCH ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- SURVIVAL ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

CLASS SKILL	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
INT					
WIS					
DEX*					
CHA					
STR*					
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SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 + (ABILITY) + (MISC)

SCHOOL OF SPECIALIZATION

PROHIBITED SCHOOLS

PSIONICS

POWER POINTS = (LEVEL) + (ABILITY) + (MISC)

CURRENT POWER POINTS

PRIMARY DISCIPLINE

POWER SAVE DC MOD = 10 + (ABILITY) + (MISC)

POWERS KNOWN MAX POWER LEVEL KNOWN

TURN UNDEAD

TIMES/DAY = 3 + (CHA) + (MODIFIERS)

CHECK = (CHA) + (MODIFIERS)

DAMAGE + 2d6 = (CHA) + (MODIFIERS)

MOST POWERFUL UNDEAD AFFECTED (HIT DICE)

0 OR LESS	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
-4	-3	-2	-1		+1	+2	+3	+4

LEVEL

SPELLS, POWERS & MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

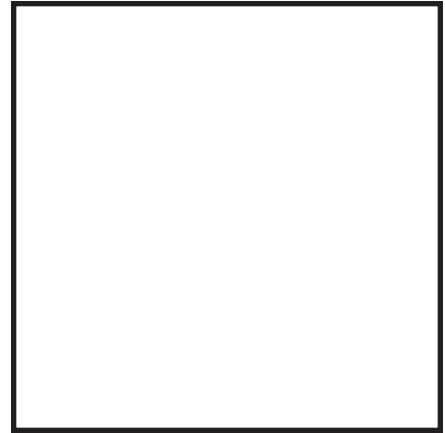
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NOTES													
NOTES													
NOTES													
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME:	AGE:	SEX:
DESCRIPTION	BIRTH DATE:	SIZE:
	HEIGHT:	WEIGHT:
	HAIR:	EYES:
	SKIN:	HANDEDNESS:

PERSONALITY _____

CHARACTER SKETCH



CHARACTER TRAITS _____

CHARACTER FLAWS _____

BLOODLINE _____

CONTACTS/FRIENDS _____

ENEMIES _____

QUOTE(S) _____

WILL _____

BACKGROUND & NOTES

DATE CREATED _____ DM/CAMPAIGN _____