Character | Race | Class

Alignment | Deity | Level | Experience / | Hit Die

Character Record Sheet © J. Hirvonen v3.5

Gender | Age | Size | Height | Weight | Skin | Hair | Eyes | Handedness

Past | Nationality / Region

Appearance | Clothing

Personality / Behavior | Notes

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

		TOTAL	=	BASE SAVE	+	ABI MOD	+	MAGIC MOD	+	MISC MOD	+	TEMP MOD
FORT	(CON)		=		+		+		+		+	
REF	(DEX)		=		+		+		+		+	
WILL	(WIS)		=		+		+		+		+	

SAVING THROW MODIFIERS

HIT POINTS /

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
1 x MAX LOAD	2 x MAX LOAD	5 x MAX LOAD

		SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
LOAD	L			-	-	-
SPEED	M			+3	-3	x4
	H			+1	-6	x3

ARMOR CLASS

= 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD + SIZE MOD + MISC MOD

NORMAL

ARCANE SPELL FAIL | FLAT FOOTED | ARMOR CHECK PEN | VS TOUCH ATTACKS

AC MODIFIERS

ARMOR & PROTECTION

TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS

PROFICIENT WITH ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

INITIATIVE

= DEX MOD + MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES

		TOTAL ATTACK BONUS	=	BASE ATTACK BONUS	+	ABI MOD	+	SIZE MOD	+	MISC MOD	+	TEMP MOD
MELEE	(STR)		=		+		+		+		+	
RANGED	(DEX)		=		+		+		+		+	
			=		+		+		+		+	
			=		+		+		+		+	

BASE ATTACK BONUS

ATTACK BONUS MODIFIERS

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES & RELATED FEATS

WEAPON PROFICIENCIES

☐ ALL SIMPLE ☐ ALL MARTIAL

COMBAT NOTES

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Hit Pts Added																				
Hit Pts Total																				

SKILLS

SKILL POINTS PER LEVEL ____ + INT MOD

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

Class Skill	SKILL MOD		RANKS		ABI MOD		MISC MOD	KEY ABILITY
☐ Appraise ■		=		+		+		INT
☐ Balance ■†		=		+		+		DEX
☐ Bluff ■		=		+		+		CHA
☐ Climb ■†		=		+		+		STR
☐ Concentration ■		=		+		+		CON
☐ Craft ■ _____		=		+		+		INT
☐ Craft ■ _____		=		+		+		INT
☐ Craft ■ _____		=		+		+		INT
☐ Decipher Script		=		+		+		INT
☐ Diplomacy ■		=		+		+		CHA
☐ Disable Device		=		+		+		INT
☐ Disguise ■		=		+		+		CHA
☐ Escape Artist ■†		=		+		+		DEX
☐ Forgery ■		=		+		+		DEX
☐ Gather Information ■		=		+		+		CHA
☐ Handle Animal		=		+		+		CHA
☐ Heal ■		=		+		+		WIS
☐ Hide ■†		=		+		+		DEX
☐ Intimidate ■		=		+		+		CHA
☐ Jump ■†		=		+		+		STR
☐ Knowledge (arcana)		=		+		+		INT
☐ Knowledge (religion)		=		+		+		INT
☐ Knowledge (nature)		=		+		+		INT
☐ Knowledge		=		+		+		INT
☐ Knowledge		=		+		+		INT

Class Skill	SKILL MOD		RANKS		ABI MOD		MISC MOD	KEY ABILITY
☐ Knowledge		=		+		+		INT
☐ Listen ■		=		+		+		WIS
☐ Move Silently ■†		=		+		+		DEX
☐ Open Lock		=		+		+		DEX
☐ Perform ■		=		+		+		CHA
☐ Profession _____		=		+		+		WIS
☐ Profession _____		=		+		+		WIS
☐ Profession _____		=		+		+		WIS
☐ Ride ■		=		+		+		DEX
☐ Search ■		=		+		+		INT
☐ Sense Motive ■		=		+		+		WIS
☐ Sleight of Hand		=		+		+		DEX
☐ Speak Language		=		+		+		NONE
☐ Spellcraft		=		+		+		INT
☐ Spot ■		=		+		+		WIS
☐ Survival ■		=		+		+		WIS
☐ Swim ■ (-1 for each 5 lbs. of gear)		=		+		+		STR
☐ Tumble †		=		+		+		DEX
☐ Use Magic Device		=		+		+		CHA
☐ Use Rope ■		=		+		+		DEX
☐ _____		=		+		+		
☐ _____		=		+		+		
☐ _____		=		+		+		
☐ _____		=		+		+		
☐		=		+		+		

SKILL MODIFIERS

RACIAL TRAITS & CLASS FEATURES

FEATS & BENEFITS

LANGUAGES

EQUIPMENT	LOCATION	WGT LBS

EQUIPMENT	LOCATION	WGT LBS

WEALTH & VALUABLES	AMOUNT
Copper pieces	
Silver pieces	
Gold pieces	
Platinum pieces	

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Skill Pts Added																				
Skill Pts Total																				

Character Additional Notes

Class Traits

Feats

Treasure Items