

CHARACTER NAME _____

PLAYER _____



CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

CHARACTER RECORD SHEET

SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

HP HIT POINTS								
AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
TOUCH ARMOR CLASS								
FLAT-FOOTED ARMOR CLASS								
INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC MODIFIER					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE MODIFIER = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (SIZE MODIFIER) + (MISC MODIFIER)

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS(S)	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS
	<input type="checkbox"/> APPRAISE ■	INT			
	<input type="checkbox"/> BALANCE ■	DEX*			
	<input type="checkbox"/> BLUFF ■	CHA			
	<input type="checkbox"/> CLIMB ■	STR*			
	<input type="checkbox"/> CONCENTRATION ■	CON			
	<input type="checkbox"/> CRAFT ■ (_____)	INT			
	<input type="checkbox"/> CRAFT ■ (_____)	INT			
	<input type="checkbox"/> CRAFT ■ (_____)	INT			
	<input type="checkbox"/> DECIPHER SCRIPT	INT			
	<input type="checkbox"/> DIPLOMACY ■	CHA			
	<input type="checkbox"/> DISABLE DEVICE	INT			
	<input type="checkbox"/> DISGUISE ■	CHA			
	<input type="checkbox"/> ESCAPE ARTIST ■	DEX*			
	<input type="checkbox"/> FORGERY ■	INT			
	<input type="checkbox"/> GATHER INFORMATION ■	CHA			
	<input type="checkbox"/> HANDLE ANIMAL	CHA			
	<input type="checkbox"/> HEAL ■	WIS			
	<input type="checkbox"/> HIDE ■	DEX*			
	<input type="checkbox"/> INTIMIDATE ■	CHA			
	<input type="checkbox"/> JUMP ■	STR*			
	<input type="checkbox"/> KNOWLEDGE (_____)	INT			
	<input type="checkbox"/> KNOWLEDGE (_____)	INT			
	<input type="checkbox"/> KNOWLEDGE (_____)	INT			
	<input type="checkbox"/> KNOWLEDGE (_____)	INT			
	<input type="checkbox"/> LISTEN ■	WIS			
	<input type="checkbox"/> MOVE SILENTLY ■	DEX*			
	<input type="checkbox"/> OPEN LOCK	DEX			
	<input type="checkbox"/> PERFORM (_____)	CHA			
	<input type="checkbox"/> PERFORM (_____)	CHA			
	<input type="checkbox"/> PERFORM (_____)	CHA			
	<input type="checkbox"/> PROFESSION (_____)	WIS			
	<input type="checkbox"/> PROFESSION (_____)	WIS			
	<input type="checkbox"/> RIDE ■	DEX			
	<input type="checkbox"/> SEARCH ■	INT			
	<input type="checkbox"/> SENSE MOTIVE ■	WIS			
	<input type="checkbox"/> SLEIGHT OF HAND	DEX*			
	<input type="checkbox"/> SPELLCRAFT	INT			
	<input type="checkbox"/> SPOT ■	WIS			
	<input type="checkbox"/> SURVIVAL ■	WIS			
	<input type="checkbox"/> SWIM ■	STR*			
	<input type="checkbox"/> TUMBLE	DEX*			
	<input type="checkbox"/> USE MAGIC DEVICE	CHA			
	<input type="checkbox"/> USE ROPE ■	DEX			
	<input type="checkbox"/> _____	_____			
	<input type="checkbox"/> _____	_____			
	<input type="checkbox"/> _____	_____			

* Magic Cheese Productions - DigitalDestroyers.com - Kinthur.com
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