### CHARACTER RECORD SHEET

#### NAME

**CLASS & LEVEL**

**PLAYER**

**SIZE** | **AGE** | **GENDER** | **HEIGHT** | **WEIGHT** | **EYES** | **HAIR** | **SKIN**
---|---|---|---|---|---|---|---

**ABILITY NAME**

**ABILITY SCORES**

**临时**

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
</tr>
</thead>
<tbody>
<tr>
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</table>

**AC**

**TOTAL**

<table>
<thead>
<tr>
<th>HP</th>
<th>WOUNDS/CURRENT HP</th>
</tr>
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<tbody>
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<td></td>
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</tbody>
</table>

**ARMOR CLASS**

**TOTAL**

<table>
<thead>
<tr>
<th>BASE ATTACK BONUS</th>
<th>Mg</th>
<th>Dmg</th>
<th>Crtl</th>
</tr>
</thead>
<tbody>
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<td></td>
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</table>

**SPEED**

**SPEED**

**BASE ATTACK BONUS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>TYPE</th>
<th>NOTES</th>
</tr>
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<tbody>
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**ATTACK**

**ATTACK BONUS**

**DAMAGE**

**CRITICAL**

<table>
<thead>
<tr>
<th>MG</th>
<th>Dmg</th>
<th>Crtl</th>
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**AMMUNITION**

**SKILLS**

<table>
<thead>
<tr>
<th>SKILL NAME</th>
<th>KEY ABILITY</th>
</tr>
</thead>
<tbody>
<tr>
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</tbody>
</table>

**MAX RANKS**

**CLASS/CROSS-CLASS**

**NOTE**

- Denotes a skill that can be used untrained.
- Mark this box with an X if the skill is a class skill for the character.
- Nonlethal damage
- Damage reduction

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MONEY

OTHER POSSESSIONS

ITEM
NAME
WT.
PG.

GEAR

PROTECTIVE ITEM

AC BONUS
NAME
WEIGHT
PG.
SPECIAL PROPERTIES

CHECK PENALTY
SPELL FAILURE
SPEED
WEIGHT

SHIELD/PROTECTIVE ITEM

AC BONUS
NAME
WEIGHT
SPELL FAILURE
CHECK PENALTY
SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS
NAME
WEIGHT
SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

TYPE
NAME
AC BONUS
MAX DEX
CHECK PENALTY
SPELL FAILURE
SPEED
WEIGHT
SPECIAL PROPERTIES

TOTAL WEIGHT CARRIED

LIGHT LOAD
MEDIUM LOAD
HEAVY LOAD
LIFT OVER HEAD
LIFT OFF GROUND
PUSH OR DRAG

MONEY

CP
SP
GP
PP

SPELLS

DOMAINS/SPECIALITY SCHOOL

LEVEL
SPELLS PER DAY
BONUS SPELLS

SPELLS KNOWN
SPELLS SAVE DC

ARCANE SPELL FAILURE

CONDITIONAL MODIFIERS

SPELL SAVE
DC MOD

%