

CHARACTER NAME

Druid

PLAYER

LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR  
STRENGTH

DEX  
DEXTERITY

CON  
CONSTITUTION

INT  
INTELLIGENCE

WIS  
WISDOM

CHA  
CHARISMA

HP  
HIT POINTS

WOUNDS/CURRENT HP

AC  
ARMOR CLASS

TOTAL

= 10 +

ARMOR BONUS

+

SHIELD BONUS

+

DEX MODIFIER

+

SIZE MODIFIER

+

NATURAL ARMOR

+

DEFLECTION MODIFIER

+

MISC MODIFIER

DAMAGE REDUCTION

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

FORTITUDE  
(CONSTITUTION)

=

+

+

+

+

+

REFLEX  
(DEXTERITY)

=

+

+

+

+

WILL  
(WISDOM)

=

+

+

+

+

CONDITIONAL MODIFIERS

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 SKILL?

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

☐ APPRAISE

INT

=

+

+

+

☐ BALANCE

DEX\*

=

+

+

+

☐ BLUFF

CHA

=

+

+

+

☐ CLIMB

STR\*

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☒ CONCENTRATION

CON

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☒ CRAFT ( )

INT

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☒ CRAFT ( )

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☐ DECIPHER SCRIPT

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☒ DIPLOMACY

CHA

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☐ DISABLE DEVICE

INT

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☐ DISGUISE

CHA

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☐ ESCAPE ARTIST

DEX\*

=

+

+

+

☐ FORGERY

INT

=

+

+

+

☐ GATHER INFORMATION

CHA

=

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☒ HANDLE ANIMAL

CHA

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☒ HEAL

WIS

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☐ HIDE

DEX\*

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☐ INTIMIDATE

CHA

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☐ JUMP

STR\*

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☒ KNOWLEDGE (Nature)

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☒ LISTEN

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☐ MOVE SILENTLY

DEX\*

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☐ OPEN LOCK

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WIS

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☐ SLEIGHT OF HAND

DEX\*

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☒ SPELLCRAFT

INT

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☒ SPOT

WIS

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☒ SURVIVAL

WIS

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☒ SWIM

STR\*

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☐ TUMBLE

DEX\*

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☐ USE MAGIC DEVICE

CHA

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☐ USE ROPE

DEX

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■ Denotes a skill that can be used untrained.  
□ Mark this box with an X if the skill is a class skill for the character.  
\* Armor check penalty, if any, applies. (Double penalty for Swim.)

