CHARACTER NAME | PLAYER

CLASS | RACE | ALIGNMENT | DEITY

LEVEL | SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR

The Portals of Midwrathe

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 — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE

DAMAGE REDUCTION | HIT DIE TYPE | **SPEED**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + MISC. MODIFIER

MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE

INITIATIVE MODIFIER — TOTAL = DEX MODIFIER + MISC. MODIFIER

BASE ATTACK BONUS

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

CONDITIONAL MODIFIERS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

SKILLS

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIE	=	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER
☒	Appraise	INT		=		+		+	
☒	Balance	DEX		=		+		+	
☒	Bluff	CHA		=		+		+	
☒	Climb	STR*		=		+		+	
☒	Concentration	CON		=		+		+	
☐	Craft (_____)	INT		=		+		+	
☒	Diplomacy	CHA		=		+		+	
☒	Disguise	CHA		=		+		+	
☒	Escape Artist	DEX*		=		+		+	
☒	Forgery	INT		=		+		+	
☒	Gather Information	CHA		=		+		+	
☒	Heal	WIS		=		+		+	
☒	Hide	DEX*		=		+		+	
☒	Intimidate	CHA		=		+		+	
☒	Jump	STR*		=		+		+	
☒	Listen	WIS		=		+		+	
☒	Move Silently	DEX*		=		+		+	
☒	Perform	CHA		=		+		+	
☒	Profession (Herbalist)	WIS		=		+		+	
☒	Ride	DEX		=		+		+	
■	Scry	INT		=		+		+	
☒	Search	INT		=		+		+	
☒	Sense Motive	WIS		=		+		+	
☒	Spot	WIS		=		+		+	
☒	Swim	STR**		=		+		+	
☒	Use Rope	DEX		=		+		+	
☒	Wilderness Lore	WIS		=		+		+	

Skills marked with • can be used normally even if the character has zero (0) skill ranks.
Skills marked with S are cross-class skills. Skills marked with ¢ are restricted skills.
* ARMOR CHECK PENALTY, if any, applies. ** –1 per 5 lbs. of gear

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	0

Notes

SPECIAL ABILITIES/FEATS

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

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

Spells