

character name
Wizard 1 (Evoker)
 class and level

player
Elf
 race alignment deity



CHARACTER RECORD SHEET

size age gender height weight eyes hair skin

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength	8	-1		
DEX dexterity	16	+3		
CON constitution	12	+1		
INT intelligence	18	+4		
WIS wisdom	8	-1		
CHA charisma	8	-1		

HP hitpoints	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP hitpoints	8			30ft.
AC armorclass	13	$10 + \text{[armor bonus]} + \text{[shield bonus]} + 3 + \text{[size modifier]} + \text{[natural armor]} + \text{[deflection modifier]} + \text{[misc modifier]}$		DAMAGE REDUCTION

TOUCH armorclass	FLAT-FOOTED armorclass	INITIATIVE modifier	CLASS SKILL?	SKILLS	MAX RANKS (CLASS/CROSS CLASS)
TOUCH armorclass	13	FLAT-FOOTED armorclass	10		4 / 2
INITIATIVE modifier	3	$3 = 3 + \text{[dex modifier]} + \text{[misc modifier]}$			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	1	0	1				
REFLEX (dexterity)	3	0	3				
WILL (wisdom)	1	2	-1				

BASE ATTACK BONUS	+0	SPELL RESISTANCE	
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GRAPPLE modifier	-1	$-1 = +0 + \text{[strength modifier]} + \text{[size modifier]} + \text{[misc modifier]}$
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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longbow	+3	1d8-1	×3
RANGE	TYPE	NOTES	
100ft.	piercing		

Ammunition _____ □□□□ □□□□ □□□□ □□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Rapier	-1	1d6-1	18-20/×2
RANGE	TYPE	NOTES	
	piercing		

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 _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

- Appraise ■ int 4 = 4 + _____ + _____
- Balance ■ dex* 3 = 3 + _____ + 0
- Bluff ■ cha -1 = -1 + _____ + _____
- Climb ■ str* -1 = -1 + _____ + 0
- Concentration con 5 = 1 + 4 + _____ + _____
- Craft (_____) int 4 = 4 + _____ + _____
- Craft (_____) int 4 = 4 + _____ + _____
- Craft (_____) int 4 = 4 + _____ + _____
- Decipher Script int 8 = 4 + 4 + _____ + _____
- Diplomacy ■ cha -1 = -1 + _____ + _____
- Disable Device int - = 4 + _____ + _____
- Disguise ■ cha -1 = -1 + _____ + _____
- Escape Artist ■ dex* 3 = 3 + _____ + 0
- Forgery ■ int 4 = 4 + _____ + _____
- Gather Information ■ cha -1 = -1 + _____ + _____
- Handle Animal cha - = -1 + _____ + _____
- Heal ■ wis -1 = -1 + _____ + _____
- Hide ■ dex* 3 = 3 + _____ + 0
- Intimidate ■ cha -1 = -1 + _____ + _____
- Jump ■ str* -1 = -1 + _____ + 0
- Knowledge (Arcana) int 6 = 4 + 2 + _____ + _____
- Knowledge (Architecture and Engineering) int 5 = 4 + 1 + _____ + _____
- Knowledge (Dungeoneering) int 5 = 4 + 1 + _____ + _____
- Knowledge (Geography) int 5 = 4 + 1 + _____ + _____
- Knowledge (History) int 5 = 4 + 1 + _____ + _____
- Knowledge (Local) int 5 = 4 + 1 + _____ + _____
- Knowledge (Nature) int 5 = 4 + 1 + _____ + _____
- Knowledge (Nobility and Royalty) int 5 = 4 + 1 + _____ + _____
- Knowledge (Psionics) int 5 = 4 + 1 + _____ + _____
- Knowledge (Religion) int 5 = 4 + 1 + _____ + _____
- Knowledge (The Planes) int 5 = 4 + 1 + _____ + _____
- Listen ■ wis 1 = -1 + _____ + 2
- Move Silently ■ dex* 3 = 3 + _____ + 0
- Open Lock dex - = 3 + _____ + _____
- Perform (_____) cha - = -1 + _____ + _____
- Perform (_____) cha - = -1 + _____ + _____
- Perform (_____) cha - = -1 + _____ + _____
- Profession (_____) wis - = -1 + _____ + _____
- Profession (_____) wis - = -1 + _____ + _____
- Ride ■ dex 3 = 3 + _____ + _____
- Search ■ int 6 = 4 + _____ + 2
- Sense Motive ■ wis -1 = -1 + _____ + _____
- Sleight of Hand dex* - = 3 + _____ + 0
- Spellcraft int 8 = 4 + 4 + _____ + _____
- Spot ■ wis 1 = -1 + _____ + 2
- Survival ■ wis -1 = -1 + _____ + _____
- Swim ■ str* -1 = -1 + _____ + 0
- Tumble dex* - = 3 + _____ + 0
- Use Magic Device cha -1 = -1 + _____ + _____
- Use Rope ■ dex 3 = 3 + _____ + _____

