

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

**Sorcerer**  
CLASS

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_



CHARACTER RECORD SHEETS

LEVEL \_\_\_\_\_ SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| <b>STR</b><br>STRENGTH     |               |                  |                 |                    |
| <b>DEX</b><br>DEXTERITY    |               |                  |                 |                    |
| <b>CON</b><br>CONSTITUTION |               |                  |                 |                    |
| <b>INT</b><br>INTELLIGENCE |               |                  |                 |                    |
| <b>WIS</b><br>WISDOM       |               |                  |                 |                    |
| <b>CHA</b><br>CHARISMA     |               |                  |                 |                    |

**TOTAL** HP HIT POINTS \_\_\_\_\_

**AC** ARMOR CLASS \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**INITIATIVE** MODIFIER \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

**BASE ATTACK** BONUS \_\_\_\_\_

WOUNDS/CURRENT HP \_\_\_\_\_

SUBDUAL DAMAGE \_\_\_\_\_

DAMAGE REDUCTION \_\_\_\_\_

HIT DIE TYPE **d4**

SPEED \_\_\_\_\_

MISS CHANCE \_\_\_\_\_

ARCANE SPELL FAILURE \_\_\_\_\_

ARMOR CHECK PENALTY \_\_\_\_\_

SPELL RESISTANCE \_\_\_\_\_

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (DEXTERITY) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (WISDOM) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

CONDITIONAL MODIFIERS \_\_\_\_\_

**MELEE** ATTACK BONUS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**RANGED** ATTACK BONUS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

| 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     |  |             |        |               |               |
|                        |  |             |        |               |               |

**AMMUNITION**

|       |       |       |       |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

**CROSS-CLASS SKILLS**

| SKILL NAME   | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|--|-------------|----------------|------------------|-------|---------------|
| <input type="checkbox"/> ALCHEMY   | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> APPRAISE ■                             | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> BALANCE ■                              | DEX*        |                |                  |       |               |
| <input checked="" type="checkbox"/> BLUFF ■                                | CHA         |                |                  |       |               |
| <input checked="" type="checkbox"/> CLIMB ■                                | STR*        |                |                  |       |               |
| <input type="checkbox"/> CONCENTRATION ■                                   | CON         |                |                  |       |               |
| <input type="checkbox"/> CRAFT ■ ( _____ )                                 | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> DIPLOMACY ■                            | CHA         |                |                  |       |               |
| <input checked="" type="checkbox"/> DISABLE DEVICE                         | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> DISGUISE ■                             | CHA         |                |                  |       |               |
| <input checked="" type="checkbox"/> ESCAPE ARTIST ■                        | DEX*        |                |                  |       |               |
| <input checked="" type="checkbox"/> FORGERY ■                              | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> GATHER INFORMATION ■                   | CHA         |                |                  |       |               |
| <input checked="" type="checkbox"/> HANDLE ANIMAL                          | CHA         |                |                  |       |               |
| <input checked="" type="checkbox"/> HEAL ■                                 | WIS         |                |                  |       |               |
| <input checked="" type="checkbox"/> HIDE ■                                 | DEX*        |                |                  |       |               |
| <input checked="" type="checkbox"/> INNUENDO                               | WIS         |                |                  |       |               |
| <input checked="" type="checkbox"/> INTIMIDATE ■                           | CHA         |                |                  |       |               |
| <input checked="" type="checkbox"/> INTUIT DIRECTION                       | WIS         |                |                  |       |               |
| <input checked="" type="checkbox"/> JUMP ■                                 | STR*        |                |                  |       |               |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)                                | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)                  | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)                    | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)                      | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (NATURE)                     | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)         | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)                 | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)                   | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> LISTEN ■                               | WIS         |                |                  |       |               |
| <input checked="" type="checkbox"/> MOVE SILENTLY ■                        | DEX*        |                |                  |       |               |
| <input checked="" type="checkbox"/> OPEN LOCK                              | DEX         |                |                  |       |               |
| <input checked="" type="checkbox"/> PERFORM ■ ( _____ )                    |             |                |                  |       |               |
| <input checked="" type="checkbox"/> PICK POCKET                            | DEX*        |                |                  |       |               |
| <input type="checkbox"/> PROFESSION ( _____ )                              | WIS         |                |                  |       |               |
| <input checked="" type="checkbox"/> RIDE ■ ( _____ )                       | DEX         |                |                  |       |               |
| <input type="checkbox"/> SCRY ■  | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> SEARCH ■                               | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> SENSE MOTIVE ■                         | WIS         |                |                  |       |               |
| <input type="checkbox"/> SPELLCRAFT  | INT         |                |                  |       |               |
| <input checked="" type="checkbox"/> SPOT ■                                 | WIS         |                |                  |       |               |
| <input checked="" type="checkbox"/> SWIM ■                                 | STR**       |                |                  |       |               |
| <input checked="" type="checkbox"/> TUMBLE                                 | DEX*        |                |                  |       |               |
| <input checked="" type="checkbox"/> USE ROPE ■                             | DEX         |                |                  |       |               |
| <input checked="" type="checkbox"/> WILDERNESS LORE ■                      | WIS         |                |                  |       |               |
| <input type="checkbox"/> _____   |             |                |                  |       |               |
| <input type="checkbox"/> _____   |             |                |                  |       |               |
| <input type="checkbox"/> _____   |             |                |                  |       |               |
| <input type="checkbox"/> _____   |             |                |                  |       |               |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies. \*\* -1 per 5 lb. of gear.

