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| Alignment | | | | | | | |  | Deity | | | | | | | | | | | |  | Level | |  | Experience | | | | | | | | | | | |  | Hit Die | | |  | Character Record Sheet © J. Hirvonen v3.5 | | | | | | | | | | | | | |
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| ABILITY SCORES | | | | | | | | | | | | | |  | | SAVING THROWS | | | | | | | | | | | | | | | | | | | | | | | |  | | HIT POINTS | | | | | | | | / | | | | | |
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| WEAPONS | | | | | | | | | | | | ATTACK BONUS | | | | | DAMAGE | | | | CRITICAL | | | RANGE | | | SIZE | | TYPE | | WGT  LBS | | NOTES & RELATED FEATS | | | | | | | | | | | | | | | | | | | | | | |
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| WEAPON PROFICIENCIES | | | | | | | | | | | | □ ALL SIMPLE □ ALL MARTIAL | | | | | | | | | | |  | COMBAT NOTES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **SKILLS** | | |  | SKILL POINTS PER LEVEL | |  | | + INT MOD | | |  | CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3  CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2 | | | | | | | | | | |  | ◾ CAN BE USED UNTRAINED ✝ ARMOR CHECK PENALTY APPLIES | | | | | | | | | | | | | | | | | | |  | |
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| Class  Skill | | | | | | SKILL MOD | |  | RANKS |  | ABI MOD |  | MISC MOD | | KEY ABILITY |  |  | | Class  Skill | | | | | | |  | SKILL MOD | | |  | | RANKS |  | | ABI MOD | |  | MISC MOD | KEY ABILITY | | | | |  | |
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| **SKILL MODIFIERS** | | | | |  | | **RACIAL TRAITS & CLASS FEATURES** | | | | | | | | | | |  | | **FEATS & BENEFITS** | | | | | | | | | | | | | |  | | **LANGUAGES** | | | | | | | | |
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| SP Added |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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**Character Additional Notes**

**Class Traits**

**Feats**

**Treasure Items**