



# FAVORED SOUL

CHARACTER RECORD SHEETS

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

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

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

<b>AC</b> ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
	<b>= 10 +</b>							

**TOUCH**  
ARMOR CLASS

**FLAT-FOOTED**  
ARMOR CLASS

<b>HP</b> HIT POINTS	TOTAL	NONLETHAL DAMAGE
	WOUNDS/CURRENT HP	

CONDITIONAL AC MODIFIERS

## SKILLS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX*				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				
<input checked="" type="checkbox"/>	CRAFT ■ ( _____ )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( _____ )	INT				
<input checked="" type="checkbox"/>	CRAFT ■ ( _____ )	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE ■	CHA				
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				
<input type="checkbox"/>	FORGERY ■	INT				
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX*				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/>	JUMP ■	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT				
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT				
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT				
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ( _____ )	CHA				
<input type="checkbox"/>	PERFORM ( _____ )	CHA				
<input type="checkbox"/>	PERFORM ( _____ )	CHA				
<input checked="" type="checkbox"/>	PROFESSION ( _____ )	WIS				
<input checked="" type="checkbox"/>	PROFESSION ( _____ )	WIS				
<input type="checkbox"/>	RIDE ■	DEX				
<input type="checkbox"/>	SEARCH ■	INT				
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SURVIVAL ■	WIS				
<input type="checkbox"/>	SWIM ■	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>						
<input type="checkbox"/>						

<b>INITIATIVE</b> MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER

ENERGY RESISTANCE 10/

ENERGY RESISTANCE 10/

ENERGY RESISTANCE 10/

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

<b>GRAPPLE</b> MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER

**SPEED** \_\_\_\_\_

**FLY SPEED** \_\_\_\_\_

WINGS (EX: GOOD MANEUVERABILITY)

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

**DAMAGE REDUCTION** 10/

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION \_\_\_\_\_

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	NOTES
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AMMUNITION \_\_\_\_\_

\*Denotes a skill that can be used untrained.  
\*Armor check penalty, if any, applies. (Double penalty for Swim.)





