



CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVELS BY CLASS _____ STARTING OCCUPATION _____ EXPERIENCE _____

TOTAL LEVELS **0** SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP
STR STRENGTH	10	+0			HP HIT POINTS	6
DEX DEXTERITY	10	+0			AC ARMOR CLASS	10 = 10 + [] + [] + +0 + [] + []
CON CONSTITUTION	10	+0			TOTAL	
INT INTELLIGENCE	10	+0			INITIATIVE MODIFIER	+0 = +0 + []
WIS WISDOM	10	+0			BASE ATTACK BONUS	1
CHA CHARISMA	10	+0				

Hit Dice Rolls										Hit Dice Roll Totals	SPEED	
1	2	3	4	5	6	7	8	9	10	=	6	
6												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. MODIFIER	Shock	Self	TOTAL	Self Cost
FORTITUDE (CONSTITUTION)	+0		+0		REP	Panic		
REFLEX (DEXTERITY)	+0		+0		APs	Fear		
WILL (WISDOM)	+0		+0		WLTH	Mad		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	+1	1	+0			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	PROFICIENT?
			Yes <input type="checkbox"/> No <input type="checkbox"/>
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
SPECIAL PROPERTIES			

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

SKILLS	SKILLS		MAX RANKS	
	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS
Balance~	DEX	+0	+0	
Bluff	CHA	+0	+0	
Climb~	STR	+0	+0	
Computer Use	INT	+0	+0	
Concentration	CON	+0	+0	
Craft 1. _____	INT	+0	+0	
2. _____	INT	+0	+0	
3. _____	INT	+0	+0	
Decipher Script*	INT	+0	+0	
Demolitions*	INT	+0	+0	
Diplomacy	CHA	+0	+0	
Diable Device*	INT	+0	+0	
Disguise	CHA	+0	+0	
Drive	DEX	+0	+0	
Escape Artist ~	DEX	+0	+0	
Forgery	INT	+0	+0	
Gamble	WIS	+0	+0	
Gather Information	CHA	+0	+0	
Handle Animal*	CHA	+0	+0	
Hide ~	DEX	+0	+0	
Intimidate	CHA	+0	+0	
Investigate*	INT	+0	+0	
Jump ~	STR	+0	+0	
Knowledge 1. _____	INT	+0	+0	
2. _____	INT	+0	+0	
3. _____	INT	+0	+0	
4. _____	INT	+0	+0	
5. _____	INT	+0	+0	
Listen	WIS	+0	+0	
Move Silently ~	DEX	+0	+0	
Navigate	INT	+0	+0	
Perform 1. _____	CHA	+0	+0	
2. _____	CHA	+0	+0	
3. _____	CHA	+0	+0	
4. _____	CHA	+0	+0	
Pilot*	DEX	+0	+0	
Profession	WIS	+0	+0	
Read/Write Lang. (____)	None	+0	N/A	
Read/Write Lang. (____)	None	+0	N/A	
Read/Write Lang. (____)	None	+0	N/A	
Repair*	INT	+0	+0	
Research	INT	+0	+0	
Ride	DEX	+0	+0	
Search	INT	+0	+0	
Sleight of Hand *	DEX	+0	+0	
Sense Motive	WIS	+0	+0	
Speak Language (____)	None	+0	N/A	
Spot	WIS	+0	+0	
Survival	WIS	+0	+0	
Swim	STR	+0	+0	
Treat Injury	WIS	+0	+0	
Tumble* ~	DEX	+0	+0	

Skills marked with * can NOT be used untrained.
Skills marked with X in the box are class skills.
- ARMOR CHECK PENALTY, if any, applies.
Core Skills cost one skill point per rank.
Non-core skills cost two per rank.

