

## CHARACTER RECORD SHEET

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

CLASS \_\_\_\_\_ SPECIES \_\_\_\_\_ CHARACTER LEVEL \_\_\_\_\_ CLASS LEVEL \_\_\_\_\_

AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> <sup>ENGTH</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> <sup>TERITY</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> <sup>STITUTION</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> <sup>ELLIGENCE</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> <sup>DOM</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> <sup>RISMA</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	TOTAL	CURRENT	VITALITY DIE	TOTAL	CURRENT
<b>VITALITY</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEFENSE</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		= 10 +	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
			CLASS BONUS	DEX MOD	SIZE MOD
				MISC BONUS	ARMOR CHECK PENALTY
<b>SPEED</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INITIATIVE MODIFIER</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		=	<input type="text"/>	+ <input type="text"/>	
			DEX MOD	MISC BONUS	
					FORCE POINTS <input type="text"/>
					DARK SIDE POINTS <input type="text"/>

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>WILL</b> (WISDOM)	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

  

MELEE ATTACK BONUS	TOTAL	BASE	STR MOD	SIZE MOD	MISC MOD
<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

  

RANGED ATTACK BONUS	TOTAL	BASE	DEX MOD	SIZE MOD	MISC MOD
<input type="text"/>	<input type="text"/>	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

### SKILLS

CROSS CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>	Appraise	INT		+		=
<input type="checkbox"/>	Astrogate	INT		+		=
<input type="checkbox"/>	Balance	DEX		+		=
<input type="checkbox"/>	Bluff	CHA		+		=
<input type="checkbox"/>	Climb	STR*		+		=
<input type="checkbox"/>	Computer Use	INT		+		=
<input type="checkbox"/>	Craft [_____]	INT		+		=
<input type="checkbox"/>	Demolitions	INT		+		=
<input type="checkbox"/>	Diplomacy	CHA		+		=
<input type="checkbox"/>	Disable Device	INT		+		=
<input type="checkbox"/>	Disguise	CHA		+		=
<input type="checkbox"/>	Entertain [_____]	CHA		+		=
<input type="checkbox"/>	Escape Artist	DEX*		+		=
<input type="checkbox"/>	Forgery	INT		+		=
<input type="checkbox"/>	Gamble	WIS		+		=
<input type="checkbox"/>	Gather Information	CHA		+		=
<input type="checkbox"/>	Handle Animal	CHA		+		=
<input type="checkbox"/>	Hide	DEX*		+		=
<input type="checkbox"/>	Intimidate	CHA		+		=
<input type="checkbox"/>	Jump	STR*		+		=
<input type="checkbox"/>	Knowledge [_____]	INT		+		=
<input type="checkbox"/>	Knowledge [_____]	INT		+		=
<input type="checkbox"/>	Listen	WIS		+		=
<input type="checkbox"/>	Move Silently	DEX*		+		=
<input type="checkbox"/>	Pilot	DEX		+		=
<input type="checkbox"/>	Profession [_____]	WIS		+		=
<input type="checkbox"/>	Read/Write Language [_____]	None				=
<input type="checkbox"/>	Read/Write Language [_____]	None				=
<input type="checkbox"/>	Repair	INT		+		=
<input type="checkbox"/>	Ride	DEX		+		=
<input type="checkbox"/>	Search	INT		+		=
<input type="checkbox"/>	Sense Motive	WIS		+		=
<input type="checkbox"/>	Sleight of Hand	DEX*		+		=
<input type="checkbox"/>	Speak Language [_____]	None				=
<input type="checkbox"/>	Speak Language [_____]	None				=
<input type="checkbox"/>	Spot	WIS		+		=
<input type="checkbox"/>	Survival	WIS		+		=
<input type="checkbox"/>	Swim	STR		+		=
<input type="checkbox"/>	Treat Injury	WIS		+		=
<input type="checkbox"/>	Tumble	DEX*		+		=
<input type="checkbox"/>				+		=
<input type="checkbox"/>				+		=
<input type="checkbox"/>				+		=

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR/PROTECTIVE ITEM	TYPE	MAX DEX	DAMAGE REDUCTION
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills marked can be used untrained (0 skill ranks). \*Armor check penalty, if any, applies.  
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