

## 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

TOTAL

CURRENT

VITALITY DIE

TOTAL

CURRENT

STR<sup>ENGTH</sup>

VITALITY

WOUNDS

DEX<sup>TERITY</sup>

DEFENSE

= 10 +

CON<sup>STITUTION</sup>

TOTAL

CLASS  
BONUS

DEX  
MOD

SIZE  
MOD

MISC  
BONUS

ARMOR  
CHECK PENALTY

INT<sup>ELLIGENCE</sup>

SPEED

BASE ATTACK  
BONUS

REPUTATION  
BONUS

WIS<sup>DOM</sup>

INITIATIVE  
MODIFIER

TOTAL

DEX  
MOD

MISC  
BONUS

FORCE POINTS

DARK SIDE POINTS

CHA<sup>RISMA</sup>

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MOD

MISC MOD

FORTITUDE  
(CONSTITUTION)

BASE SAVE

ABILITY MOD

MISC MOD

REFLEX  
(DEXTERITY)

BASE SAVE

ABILITY MOD

MISC MOD

WILL  
(WISDOM)

BASE

STR MOD

SIZE MOD

MISC MOD

MELEE  
ATTACK BONUS

BASE

DEX MOD

SIZE MOD

MISC MOD

RANGED  
ATTACK BONUS

BASE

DEX MOD

SIZE MOD

MISC MOD

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

MAX DEX

DAMAGE REDUCTION

CHECK PENALTY

SPEED

WEIGHT

SIZE

SPECIAL PROPERTIES

### SKILLS

MAX RANKS

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"/>						=

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

