

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
STR ^{ENGTH}	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX ^{TERITY}	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON ^{STITUTION}	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT ^{ELLIGENCE}	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS ^{DOM}	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA ^{RISMA}	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD		
FORTITUDE (CONSTITUTION)	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
WILL (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"/>						=
<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 \diamond can be used untrained (0 skill ranks). *Armor check penalty, if any, applies.

