

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

CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ AGENT LEVEL \_\_\_\_\_  
 SECOND CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ DEPARTMENT \_\_\_\_\_  
 THIRD CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ NATIONALITY \_\_\_\_\_

# SPYCRAFT

## AGENT RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP 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				

**VITALITY** TOTAL \_\_\_\_\_ CURRENT \_\_\_\_\_ DIE TYPE \_\_\_\_\_

**WOUNDS** \_\_\_\_\_ SUBDUAL DAMAGE \_\_\_\_\_

**DEFENSE** TOTAL = 10 + \_\_\_\_\_ / \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
CLASS / ARMOR DEX SIZE MISC

**INITIATIVE** TOTAL = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
CLASS DEX MISC

**ACTION DICE** TOTAL \_\_\_\_\_ DIE TYPE \_\_\_\_\_ SPENT \_\_\_\_\_

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

**INSPIRATION** TOTAL = \_\_\_\_\_ + \_\_\_\_\_  
WIS MOD MISC

**EDUCATION** TOTAL = \_\_\_\_\_ + \_\_\_\_\_  
INT MOD MISC

**SAVES**

**FORTITUDE** CONSTITUTION TOTAL BONUS \_\_\_\_\_ = BASE SAVE \_\_\_\_\_ + ABILITY MODIFIER \_\_\_\_\_ + MISC MODIFIER \_\_\_\_\_

**REFLEX** DEXTERITY TOTAL BONUS \_\_\_\_\_ = BASE SAVE \_\_\_\_\_ + ABILITY MODIFIER \_\_\_\_\_ + MISC MODIFIER \_\_\_\_\_

**WILL** WISDOM TOTAL BONUS \_\_\_\_\_ = BASE SAVE \_\_\_\_\_ + ABILITY MODIFIER \_\_\_\_\_ + MISC MODIFIER \_\_\_\_\_

**ATTACKS**

**UNARMED** TOTAL BONUS \_\_\_\_\_ = BASE ATTACK \_\_\_\_\_ + ABILITY MODIFIER \_\_\_\_\_ + MISC MODIFIER \_\_\_\_\_

**MELEE** TOTAL BONUS \_\_\_\_\_ = BASE ATTACK \_\_\_\_\_ + ABILITY MODIFIER \_\_\_\_\_ + MISC MODIFIER \_\_\_\_\_

**RANGED** TOTAL BONUS \_\_\_\_\_ = BASE ATTACK \_\_\_\_\_ + ABILITY MODIFIER \_\_\_\_\_ + MISC MODIFIER \_\_\_\_\_

**WEAPON**

WEAPON			ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				

**WEAPON**

WEAPON			ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				

**ARMOR**

ARMOR			DEF BONUS	DAM RESISTANCE	ARMOR CHECK
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES	

**ARMOR**

ARMOR			DEF BONUS	DAM RESISTANCE	ARMOR CHECK
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES	

### SKILLS

MAX RANKS \_\_\_\_\_ / \_\_\_\_\_

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MODIFIER	MISC MODIFIER	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	APPRAISE ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BALANCE ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BLUFF ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BOATING ■	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BUREAUCRACY ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CLIMB ■	STR*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	COMPUTERS ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CONCENTRATION ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CRAFT (_____)	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CRYPTOGRAPHY	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CULTURES	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DEMOLITIONS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DIPLOMACY ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DISGUISE ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DRIVER ■	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	ELECTRONICS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	FIRST AID ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	FORGERY ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	HANDLE ANIMAL	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	HIDE ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	HOBBY (_____)	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	INNUENDO ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	INTIMIDATE ■	STR/CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	JUMP ■	STR*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	LANGUAGES ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	LISTEN ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	MECHANICS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	OPEN LOCK	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	PERFORM ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	PILOT	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	PROFESSION (_____)	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	READ LIPS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SEARCH ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SPORT ■ (_____)	STR/DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SPOT ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SURVEILLANCE	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SURVIVAL	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SWIM ■	STR	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	TUMBLE	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	USE ROPE ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.  
 Mark class skills with ☒. \*armor check penalty, if any, applies.



