Character _____ Player _____

Class _____ Level _____

Background _____

_____

_____

_____

CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX	CURRENT

Hit Die Type

ARMOR CLASS

ARMOR

= 10 +

ARMOR

ARMOR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
ARMOR WORN						

MODIFIERS

AC WHEN FLAT-FOOTED	
AC VERSUS TOUCH ATTACKS	
MISS CHANCE	
MAX DEX BONUS	
ARMOR CHECK PENALTY	

SAVING THROWS

	TOTAL	BASE	MODIFIERS ABILITY	MAGIC	MISC	TEMP
Fortitude (Con)						
Reflex (Dex)						
Will (Wis)						

INITIATIVE

TOTAL	DEX	MISC

GRAPPLING

TOTAL	STR	SPEC SIZE

ATTACK ROLLS

	TOTAL	BASE	MODIFIERS ABILITY	SIZE	MISC	TEMP
Melee (Str)						
Ranged (Dex)						

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

REPUTATION & EFFECTS

LANGUAGES

SKILLS

Max Ranks = Lvl+3(/2)

	CROSS CLASS	KEY ABILITY	MODIFIERS TOTAL	ABILITY	RANKS	MISC
Animal Empathy	___	Cha				
Appraise ■	___	Int				
Balance ■	___	Dex*				
Bluff ■	___	Cha				
Climb ■	___	Str*				
Composure	___	Wis				
Concentration ■	___	Con				
Craft ■ (_____)	___	Int				
Decipher Script	___	Int				
Diplomacy ■	___	Cha				
Disable Device	___	Int				
Disguise ■	___	Cha				
Escape Artist ■	___	Dex*				
Forgery ■	___	Int				
Gather Information ■	___	Cha				
Handle Animal	___	Cha				
Heal ■	___	Wis				
Hide ■	___	Dex*				
Innuendo	___	Wis				
Intimidate ■	___	Cha				
Intuit Direction	___	Wis				
Invert	___	Int				
Jump ■ (_____)	___	Str*				
Knowledge (_____)	___	Int				
Knowledge (_____)	___	Int				
Knowledge (_____)	___	Int				
Knowledge	___	Int				
Listen ■	___	Wis				
Move Silently ■	___	Dex*				
Open Lock	___	Dex				
Perform ■ (_____)	___	Cha				
(_____)						
(_____)						
Pick Pocket	___	Dex*				
Profession (_____)	___	Wis				
Read Lips	___	Int				
Ride ■	___	Dex				
Search ■	___	Int				
Sense Motive ■	___	Wis				
Spot ■	___	Wis				
Swim ■	___	Str†				
Tumble	___	Dex*				
Use Rope ■	___	Dex				
Weavesight	___	Int				
Wilderness Lore ■	___	Wis				
_____	___					
_____	___					
_____	___					
_____	___					
_____	___					
_____	___					

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Current Load						Total Weight Carried		

MOVEMENT/LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		normal	normal	normal
Medium		+3	-3	x4
Heavy		+1	-6	x3

EXPERIENCE

Total Experience

XPs Needed for Next Level

Lift Over Head
= MAX LOAD

Lift Off Ground
= 2 X MAX LOAD

Push or Drag
= 5 X MAX LOAD

MONEY

SPECIAL ABILITIES & FEATS

ONE POWER TALENTS & AFFINITIES

Weave Save DC	Level	Weaves Per Day	Bonus Weaves
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Weave Save DC Mod

MADNESS & EFFECTS

WONDROUS ITEMS

WEAVES

HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

CHARACTER DESCRIPTION

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

Personality

Character Sketch

Quote(s)

Contacts/Friends

Enemies

HISTORY & NOTES

Date Created

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