Character Name _____

Player Name _____

Role _____

Level _____

Gender _____

Age _____

Height _____

Weight _____

Hair _____

Eyes _____

Skin _____

Handedness _____

Alignment _____

Calling _____

Virtue _____

Vice _____

Personality _____

_____

_____

Background _____

_____

_____

_____

_____

_____

BLUE ROSE
CHARACTER RECORD SHEET

Character Sketch

ABILITIES

STR STRENGTH	☐
DEX DEXTERITY	☐
CON CONSTITUTION	☐
INT INTELLIGENCE	☐
WIS WISDOM	☐
CHA CHARISMA	☐

SIZE ☐

SPEED ☐

WEALTH ☐

REPUTATION ☐

CONVICTION ☐

☐☐☐☐☐☐☐☐☐☐☐

CORRUPTION ☐

COMBAT SCORES

	TOTAL	DEX	MISC
INITIATIVE		DEX	

BASE ATTACK BONUS	☐

ATTACK BONUS	TOTAL	BASE ATT	ABILITY	SIZE	MISC
MELEE			STR		
RANGED			DEX		
GRAPPLE			STR		

DEFENSE	ARMOR	DODGE BASE DEF	DEX	SIZE	MISC
☐ ≥ 10 +					

SAVING THROWS

	TOTAL	BASE	ABILITY	MISC	MISC
TOUGHNESS			CON		
FORTITUDE			CON		
REFLEX			DEX		
WILL			WIS		

DAMAGE TRACK

NONLETHAL LEVEL	FAILED BY	LETHAL LEVEL
Bruised ☐☐☐☐	0	☐☐☐☐ Hurt
Dazed ☐	5+	☐ Wounded
Staggered ☐	10+	☐ Disabled
Unconscious ☐	15+	☐ Dying
		☐ Dead

FATIGUE

Winded ☐

Fatigued ☐

Exhausted ☐

WEAPONS

Weapon	Attack	Damage	Critical	Range
Notes				
Notes				
Notes				
Notes				

SKILLS

	TOTAL	MODIFIERS RANKS	FAVORED	ABILITY	KEY ABILITY
Acrobatics ✻					Dex
Bluff					Cha
Climb					Str
Concentration †					Wis
Craft ✻ ‡ _____					Int
Diplomacy					Cha
Disable Device ✻ ‡					Int
Disguise					Cha
Escape Artist					Dex
Gather Information					Cha
Handle Animal ‡					Cha
Heal ✻ ‡					Wis
Intimidate					Cha
Jump					Str
Knowledge ✻ ‡ _____					Int
Knowledge ✻ ‡ _____					Int
Knowledge ✻ ‡ _____					Int
Knowledge ✻ ‡ _____					Int
Notice ‡					Wis
Perform					Cha
Perform _____					Cha
Ride ✻					Dex
Search ‡					Int
Sense Motive					Wis
Sleight of Hand ✻					Dex
Stealth					Dex
Survival					Wis
Swim					Str
_____					
_____					
_____					
_____					
_____					
_____					
_____					

✻ CANNOT BE USED UNTRAINED — † CANNOT TAKE 10 — ‡ CAN TAKE 10 OR 20

EQUIPMENT CARRIED

Item	Wt	Item	Wt

Current Load | | Total Weight |

OTHER POSSESSIONS

Movement

NORMAL	ACCELERATED	ALL-OUT
= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

LOAD	MAX DEX	CHK PEN	SPEED	ALL-OUT
Light	normal	normal	normal	normal
Medium	+3	−3	⅔	normal
Heavy	+1	−6	⅔	−1 mult
Maximum	+0	—	5 ft.	—

LANGUAGES

FEATS & SPECIAL ABILITIES

NOTES

ARCANA

TALENT	TOTAL	MODIFIERS RANKS	ABILITY	KEY ABILITY