

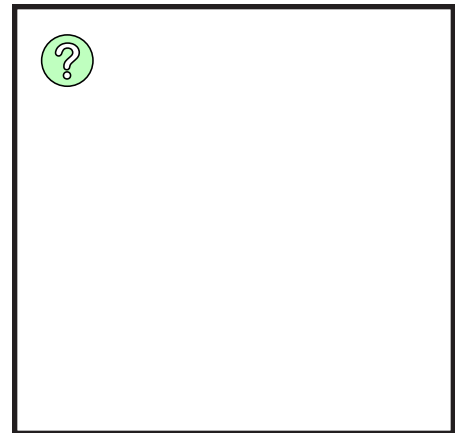


Character Name _____ Player Name _____
 Role _____ Level _____
 Gender _____ Age _____
 Height _____ Weight _____
 Hair _____ Eyes _____
 Skin _____ Handedness _____
 Nationality _____ Religion _____
 Virtue _____ Vice _____
 Personality _____



CHARACTER RECORD SHEET

Background _____



Character Sketch

ABILITIES

STR STRENGTH	<input type="checkbox"/>
DEX DEXTERITY	<input type="checkbox"/>
CON CONSTITUTION	<input type="checkbox"/>
INT INTELLIGENCE	<input type="checkbox"/>
WIS WISDOM	<input type="checkbox"/>
CHA CHARISMA	<input type="checkbox"/>
SIZE	<input type="checkbox"/>
SPEED	<input type="checkbox"/>
WEALTH	<input type="checkbox"/>
REPUTATION	<input type="checkbox"/>
CONVICTION	<input type="checkbox"/>
○○○○○○○○○○○○○○	<input type="checkbox"/>

COMBAT SCORES

TOTAL	DEX	MISC	BASE	COMBAT
INITIATIVE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTACK BONUS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MELEE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RANGED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GRAPPLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DODGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PARRY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SAVING THROWS

TOTAL	BASE	ABILITY	MISC	ARMOR
TOUGHNESS	<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>
FORTITUDE	<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>
REFLEX	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>
WILL	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>

DAMAGE TRACK

NONLETHAL LEVEL	FAILED BY	LETHAL LEVEL
Bruised ○○○○ 0 ○○○○	Hurt	Winded <input type="checkbox"/>
Dazed ○○○○ 5+ ○○○○	Wounded	Fatigued <input type="checkbox"/>
Staggered <input type="checkbox"/> 10+ <input type="checkbox"/>	Disabled	Exhausted <input type="checkbox"/>
Unconscious <input type="checkbox"/> 15+ <input type="checkbox"/>	Dying	
	Dead <input type="checkbox"/>	

FATIGUE

Winded

Fatigued

Exhausted

SKILLS

	MODIFIERS			KEY
	TOTAL	RANKS	MISC	
Acrobatics ■	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex
Bluff	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Climb	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Str
Concentration †	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Craft ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Diplomacy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Disable Device ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Disguise	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Escape Artist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex
Gather Information	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Handle Animal ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Heal ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Intimidate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Jump	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Str
Knowledge ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Knowledge ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Knowledge ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Knowledge ■ ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Notice ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Perform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Perform	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Ride ■	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex
Search ‡	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Sense Motive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Sleight of Hand ■	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex
Stealth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dex
Survival	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Swim	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Str

WEAPONS

Weapon	Attack	Damage	Critical	Range
Notes				
Notes				
Notes				
Notes				

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

