

## 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
<b>STR</b> <sup>ENGTH</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> <sup>TERITY</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> <sup>STITUTION</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> <sup>TELLIGENCE</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> <sup>DOM</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> <sup>RISMA</sup>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD	MISC MOD
<b>FORTITUDE</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> WISDOM	<input type="text"/>	<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="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Astrogate	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Balance	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Bluff	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Climb <sup>o</sup>	STR	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Computer Use	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Craft	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Craft	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Demolitions	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Diplomacy	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Disable Device	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Disguise	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Entertain	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Entertain	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Escape Artist <sup>o</sup>	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Forgery	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Gamble	WIS	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Gather Information	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Handle Animal	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Hide <sup>o</sup>	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Intimidate	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Jump <sup>o</sup>	STR	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Knowledge	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Knowledge	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Listen	WIS	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Move Silently <sup>o</sup>	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Pilot	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Profession	WIS	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Repair	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Ride	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Search	INT	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Sense Motive	CHA	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Sleight of Hand <sup>o</sup>	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Spot	WIS	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Survival	WIS	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Swim	STR	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Treat Injury	WIS	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>	Tumble <sup>o</sup>	DEX	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/>				<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>				<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>				<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"/>

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"/>

Skills marked  can be used untrained (0 skills) <sup>o</sup> Armor check penalty, if any, applies.

CAMPAIGN

EXPERIENCE POINTS

FEATS

CLASS ABILITIES

Blank area for class abilities.

LANGUAGES

Language selection area with circles for marking.

CHECK CIRCLE IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

MORE WEAPONS

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

FORCE SKILLS

MAX RANKS /

CROSS CLASS	SKILL NAME	FEAT	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>	<input type="checkbox"/> Affect Mind	Alter	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Battlemind	Control	CON	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Battle Influence*	Alter	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Drain Energy**	Alter	CON	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Empathy	Force	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Enhance Ability	Force	CON	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Enhance Senses	Sense	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Farseeing	Sense	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Fear**	Sense	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Force Defense	Control	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Force Grip**	Alter	INT	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Force Light*	Alter	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Force Lightning**	Alter	INT	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Force Stealth	Control	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Force Strike	Alter	INT	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Friendship	Force	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Heal Another	Alter	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Heal Self	Control	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Illusion	Alter	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Inspire**	Alter	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Malacia**	Alt*Sen	INT	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Move Object	Alter	INT	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Plant Surge*	Alt*Cont	INT	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> See Force	Sense	WIS	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Sever Force**	Alter	CHA	+	+	=	=
<input type="checkbox"/>	<input type="checkbox"/> Telepathy	Sense	WIS	+	+	=	=
<input type="checkbox"/>				+	+	=	=
<input type="checkbox"/>				+	+	=	=
<input type="checkbox"/>				+	+	=	=
<input type="checkbox"/>				+	+	=	=

