

## 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

TOTAL

CURRENT

VITALITY DIE

TOTAL

CURRENT

STR<sup>ENGTH</sup>

VITALITY

WOUNDS

DEX<sup>TERITY</sup>

DEFENSE

CON<sup>STITUTION</sup>

INT<sup>ELLIGENCE</sup>

WIS<sup>DOM</sup>

CHA<sup>RISMA</sup>

SPEED

BASE ATTACK  
BONUS

REPUTATION  
BONUS

INITIATIVE  
MODIFIER

FORCE POINTS

DARK SIDE POINTS

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MOD

MISC MOD

FORTITUDE  
(CONSTITUTION)

REFLEX  
(DEXTERITY)

WILL  
(WISDOM)

MELEE  
ATTACK BONUS

RANGED  
ATTACK BONUS

### SKILLS

MAX RANKS

| CROSS CLASS              | SKILL NAME              | KEY ABILITY | ABILITY MODIFIER | RANKS | MISC. MODIFIER | SKILL MODIFIER |
|--------------------------|-------------------------|-------------|------------------|-------|----------------|----------------|
| <input type="checkbox"/> | Appraise                | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Astrogate               | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Balance                 | DEX         |                  | +     | +              | =              |
| <input type="checkbox"/> | Bluff                   | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Climb                   | STR*        |                  | +     | +              | =              |
| <input type="checkbox"/> | Computer Use            | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Craft [ ]               | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Demolitions             | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Diplomacy               | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Disable Device          | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Disguise                | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Entertain [ ]           | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Escape Artist           | DEX*        |                  | +     | +              | =              |
| <input type="checkbox"/> | Forgery                 | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Gamble                  | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Gather Information      | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Handle Animal           | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Hide                    | DEX*        |                  | +     | +              | =              |
| <input type="checkbox"/> | Intimidate              | CHA         |                  | +     | +              | =              |
| <input type="checkbox"/> | Jump                    | STR*        |                  | +     | +              | =              |
| <input type="checkbox"/> | Knowledge [ ]           | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Knowledge [ ]           | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Listen                  | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Move Silently           | DEX*        |                  | +     | +              | =              |
| <input type="checkbox"/> | Pilot                   | DEX         |                  | +     | +              | =              |
| <input type="checkbox"/> | Profession [ ]          | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Read/Write Language [ ] | None        |                  |       |                | =              |
| <input type="checkbox"/> | Read/Write Language [ ] | None        |                  |       |                | =              |
| <input type="checkbox"/> | Repair                  | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Ride                    | DEX         |                  | +     | +              | =              |
| <input type="checkbox"/> | Search                  | INT         |                  | +     | +              | =              |
| <input type="checkbox"/> | Sense Motive            | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Sleight of Hand         | DEX*        |                  | +     | +              | =              |
| <input type="checkbox"/> | Speak Language [ ]      | None        |                  |       |                | =              |
| <input type="checkbox"/> | Speak Language [ ]      | None        |                  |       |                | =              |
| <input type="checkbox"/> | Spot                    | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Survival                | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Swim                    | STR         |                  | +     | +              | =              |
| <input type="checkbox"/> | Treat Injury            | WIS         |                  | +     | +              | =              |
| <input type="checkbox"/> | Tumble                  | DEX*        |                  | +     | +              | =              |
| <input type="checkbox"/> |                         |             |                  | +     | +              | =              |
| <input type="checkbox"/> |                         |             |                  | +     | +              | =              |
| <input type="checkbox"/> |                         |             |                  | +     | +              | =              |

Skills marked \* can be used untrained (0 skill ranks). \*Armor check penalty, if any, applies.

