

character name

player name

ROBOT CHARACTER RECORD SHEET

class	level	hit die type	robot model	experience points	xp for next level
-------	-------	--------------	-------------	-------------------	-------------------

size # arms # legs total upgrade capacity primary motivation weight alignment deity

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points	TOTAL <input type="text"/>	WOUNDS/CURRENT HP <input type="text"/>
AC armor class	$= 10 +$ <input type="text"/> + <input type="text"/> + <input type="text"/>	ARMOR MODIFIER <input type="text"/> DEX MODIFIER <input type="text"/>
	TOTAL <input type="text"/>	
DR damage reduction	<input type="text"/>	
INITIATIVE modifier	$=$ <input type="text"/> + <input type="text"/>	<input type="text"/> DEX MODIFIER <input type="text"/> MISC MODIFIER
	TOTAL <input type="text"/>	
BASE ATTACK bonus	<input type="text"/> <input type="text"/>	

SUBDUAL DAMAGE

[Empty Box] + [Empty Box] + [Empty Box]

ZE FIFIER DEFLECTION MODIFIER MISC MODIFIER

**FACE/
REACH**

ARMOR

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	
FORTITUDE (constitution)		=		+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> + <input type="text"/>
REFLEX (dexterity)		=		+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> + <input type="text"/>
WILL (wisdom)		=		+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> + <input type="text"/>

conditional modifiers

DAMAGE REDUCTION		ENERGY RESISTANCE
TYPE	MAX DEX BONUS	CHECK PENALTY
SPEED	SPELL FAILURE	WEIGHT
SPECIAL PROPERTIES		

MELEE attack bonus	TOTAL <input type="text"/>	=	BASE ATTACK BONUS <input type="text"/>	+	STR MODIFIER <input type="text"/>	+	SIZE MODIFIER <input type="text"/>	+	MISC MODIFIER <input type="text"/>	+	TEMPORARY MODIFIER <input type="text"/>
RANGED attack bonus	TOTAL <input type="text"/>	=	BASE ATTACK BONUS <input type="text"/>	+	DEX MODIFIER <input type="text"/>	+	SIZE MODIFIER <input type="text"/>	+	MISC MODIFIER <input type="text"/>	+	TEMPORARY MODIFIER <input type="text"/>

ROBOT UPGRADES	
Upgrade	Volume

GEAR	
Item	Weight

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MIS MODIFIER
<input type="checkbox"/> Alchemy	int	=	+	+	
<input type="checkbox"/> Animal Empathy	cha	=	+	+	
<input type="checkbox"/> Appraise ■	int	=	+	+	
<input type="checkbox"/> Balance ■	dex*	=	+	+	
<input type="checkbox"/> Bluff ■	cha	=	+	+	
<input type="checkbox"/> Climb ■	str	=	+	+	
<input type="checkbox"/> Concentration ■	con	=	+	+	
<input type="checkbox"/> Craft (_____)	int	=	+	+	
<input type="checkbox"/> Decipher Script	int	=	+	+	
<input type="checkbox"/> Diplomacy ■	cha	=	+	+	
<input type="checkbox"/> Disable Device	dex	=	+	+	
<input type="checkbox"/> Disguise ■	cha	=	+	+	
<input type="checkbox"/> Escape Artist ■	dex*	=	+	+	
<input type="checkbox"/> Forgery ■	int	=	+	+	
<input type="checkbox"/> Gather Information ■	cha	=	+	+	
<input type="checkbox"/> Handle Animal	cha	=	+	+	
<input type="checkbox"/> Heal ■	wis	=	+	+	
<input type="checkbox"/> Hide ■	dex*	=	+	+	
<input type="checkbox"/> Innuendo	wis	=	+	+	
<input type="checkbox"/> Intimidate ■	cha	=	+	+	
<input type="checkbox"/> Intuit Direction	wis	=	+	+	
<input type="checkbox"/> Jump ■	str*	=	+	+	
<input type="checkbox"/> Knowledge (arcana)	int	=	+	+	
<input type="checkbox"/> Knowledge (arch & eng)	int	=	+	+	
<input type="checkbox"/> Knowledge (geography)	int	=	+	+	
<input type="checkbox"/> Knowledge (history)	int	=	+	+	
<input type="checkbox"/> Knowledge (local)	int	=	+	+	
<input type="checkbox"/> Knowledge (nature)	int	=	+	+	
<input type="checkbox"/> Knowledge (nobility & royalty)	int	=	+	+	
<input type="checkbox"/> Knowledge (the planes)	int	=	+	+	
<input type="checkbox"/> Knowledge (religion)	int	=	+	+	
<input type="checkbox"/> Knowledge (_____)	int	=	+	+	
<input type="checkbox"/> Listen ■	wis	=	+	+	
<input type="checkbox"/> Move Silently ■	dex*	=	+	+	
<input type="checkbox"/> Open Lock	dex	=	+	+	
<input type="checkbox"/> Perform ■(_____)	cha	=	+	+	
<input type="checkbox"/> (_____)	cha	=	+	+	
<input type="checkbox"/> (_____)	cha	=	+	+	
<input type="checkbox"/> Pick Pocket	dex*	=	+	+	
<input type="checkbox"/> Profession (_____)	wis	=	+	+	
<input type="checkbox"/> Read Lips	int	=	+	+	
<input type="checkbox"/> Repair	int	=	+	+	
<input type="checkbox"/> Ride ■(_____)	dex	=	+	+	
<input type="checkbox"/> Scry ■	int	=	+	+	
<input type="checkbox"/> Search ■	int	=	+	+	
<input type="checkbox"/> Sense Motive ■	wis	=	+	+	
<input type="checkbox"/> Spellcraft	int	=	+	+	
<input type="checkbox"/> Spot ■	wis	=	+	+	
<input type="checkbox"/> Swim ■	str**	=	+	+	
<input type="checkbox"/> Tumble	dex*	=	+	+	
<input type="checkbox"/> Use Magic Device	cha	=	+	+	
<input type="checkbox"/> Use Rope ■	dex	=	+	+	
<input type="checkbox"/> Wilderness Lore ■	wis	=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	

SPECIAL ABILITIES/FEATS

0: _____

SPELLS

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

CP

SP

GP

PP

GEMS & JEWELRY

SPELL SAVE

DC MOD

SPELL SAVE DC LEVEL SPELLS PER DAY BONUS SPELLS

<input type="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

Initial languages = Common + racial
languages + Int bonus

Each additional language (Speak Language) = skill points

number of spells known

0	5 th
1 st	6 th
2 nd	7 th
3 rd	8 th
4 th	9 th

Skills marked with a ■ can be used normally even if the character has zero (0) skill ranks.

Skills marked with a □ are cross class skills.

** -1 per 5 pounds of gear.

* armor check penalty applies.