



CHARACTER RECORD SHEETS

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_
CLASS \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_
LEVEL \_\_\_\_\_ SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

Ability score table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMPORARY SCORE, TEMPORARY MODIFIER. Rows: STR (STRENGTH), DEX (DEXTERITY), CON (CONSTITUTION), INT (INTELLIGENCE), WIS (WISDOM), CHA (CHARISMA).

HP HIT POINTS, AC ARMOR CLASS, GRAPPLE MODIFIER, INITIATIVE MODIFIER, BASE ATTACK BONUS, MECH ATTACK BONUS. Includes formulas for AC and HP.

SAVING THROWS: FORTITUDE (CONSTITUTION), REFLEX (DEXTERITY), WILL (WISDOM). Includes formulas for each and a box for CONDITIONAL MODIFIERS.

MELEE ATTACK BONUS and RANGED ATTACK BONUS formulas. Includes fields for BASE ATTACK BONUS, STR/DEX MODIFIER, SIZE MODIFIER, MISC MODIFIER, and TEMPORARY MODIFIER.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL. Sub-tables for RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

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ARMOR/PROTECTIVE ITEM table with columns: ARMOR/PROTECTIVE ITEM, TYPE, ARMOR BONUS, MAX DEX BONUS. Sub-tables for CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: SHIELD/PROTECTIVE ITEM, ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE. Sub-tables for SPECIAL PROPERTIES.

AMMUNITION section with grid boxes for tracking ammunition counts.

DAMAGE REDUCTION, HIT DIE TYPE, SPELL RESISTANCE, SPEED. Includes fields for TOUCH AC, FLAT-FOOTED AC, MISS CHANCE, ARCANESPELL FAILURE, ARMOR CHECK PENALTY.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes a MAX RANKS column.

- Skills list: APPRAISE, BALANCE, BLUFF, CLIMB, CONCENTRATION, CRAFT, DECIPHER SCRIPT, DIPLOMACY, DISABLE DEVICE, DISGUISE, ESCAPE ARTIST, FORGERY, GATHER INFORMATION, HANDLE ANIMAL, HEAL, HIDE, INTIMIDATE, JUMP, KNOWLEDGE (ARCANA), KNOWLEDGE (ARCHITECTURE & ENGINEERING), KNOWLEDGE (GEOGRAPHY), KNOWLEDGE (HISTORY), KNOWLEDGE (LOCAL), KNOWLEDGE (MECHS), KNOWLEDGE (NATURE), KNOWLEDGE (NOBILITY & ROYALTY), KNOWLEDGE (THE PLANES), KNOWLEDGE (RELIGION), KNOWLEDGE (STEAM ENGINES), LISTEN, MECH PILOT, MOVE SILENTLY, OPEN LOCK, PERFORM, PROFESSION, PROFESSION (ENGINEER), RIDE, SEARCH, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, SPOT, SURVIVAL, SWIM, TUMBLE, USE MAGIC DEVICE, USE ROPE.

