

CHARACTER NAME _____ PLAYER _____ AGE _____ GENDER _____

RACE _____ SIZE _____ SPEED _____ HEIGHT _____ WEIGHT _____

CLASS _____ LEVEL _____ EYES _____ HAIR _____

FARSCAPE

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	TOTAL	CURRENT	DIE TYPE / MODIFIERS
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONTROL	<input type="text"/>	<input type="text"/>	<input type="text"/>
WOUNDS	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEFENSE	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOTAL	= 10 + <input type="text"/> (ARMOR BONUS) + <input type="text"/> (DEX) + <input type="text"/> (SIZE) + <input type="text"/> (MISC)		
INITIATIVE	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOTAL	= <input type="text"/> (DEX) + <input type="text"/> (MISC)		

CHARACTER SKETCH

SAVES

FORTITUDE CONSTITUTION	<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"/>
WILL WISDOM	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

ATTACKS

MELEE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
RANGED	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
OTHER	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

WEAPON			ATK BONUS	DAMAGE
RANGE	WEIGHT	TYPE	SIZE	CRITICAL
SPECIAL PROPERTIES			AMMO COUNT	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

WEAPON			ATK BONUS	DAMAGE
RANGE	WEIGHT	TYPE	SIZE	CRITICAL
SPECIAL PROPERTIES			AMMO COUNT	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MODIFIER	MISC MODIFIER	MAX RANKS
<input type="checkbox"/>	APPRAISE ■	INT					
<input type="checkbox"/>	BLUFF ■	CHA					
<input type="checkbox"/>	CLIMB ■	STR*					
<input type="checkbox"/>	COMPUTERS ■	INT					
<input type="checkbox"/>	CONCENTRATION ■	WIS					
<input type="checkbox"/>	CRAFT (_____)	INT					
<input type="checkbox"/>	CRAFT (_____)	INT					
<input type="checkbox"/>	DEMOLITIONS	INT					
<input type="checkbox"/>	DIPLOMACY ■	CHA					
<input type="checkbox"/>	DISABLE DEVICE ■	CHA					
<input type="checkbox"/>	DISGUISE ■	CHA					
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*					
<input type="checkbox"/>	FIRST AID ■	WIS					
<input type="checkbox"/>	FORGERY ■	INT					
<input type="checkbox"/>	GATHER INFORMATION ■	CHA					
<input type="checkbox"/>	HIDE ■	DEX*					
<input type="checkbox"/>	INTIMIDATE ■	STR/CHA					
<input type="checkbox"/>	JUMP ■	STR*					
<input type="checkbox"/>	KNOWLEDGE (_____)	INT					
<input type="checkbox"/>	KNOWLEDGE (_____)	INT					
<input type="checkbox"/>	KNOWLEDGE (_____)	INT					
<input type="checkbox"/>	KNOWLEDGE (_____)	INT					
<input type="checkbox"/>	KNOWLEDGE (_____)	INT					
<input type="checkbox"/>	LISTEN ■	WIS					
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*					
<input type="checkbox"/>	NEGOTIATE ■	CHA					
<input type="checkbox"/>	PILOT	DEX					
<input type="checkbox"/>	READ/WRITE (_____)	-					
<input type="checkbox"/>	READ/WRITE (_____)	-					
<input type="checkbox"/>	READ/WRITE (_____)	-					
<input type="checkbox"/>	READ/WRITE (_____)	-					
<input type="checkbox"/>	READ/WRITE (_____)	-					
<input type="checkbox"/>	REPAIR	INT					
<input type="checkbox"/>	RIDE ■	DEX					
<input type="checkbox"/>	SEARCH ■	INT					
<input type="checkbox"/>	SECURITY SYSTEMS ■	INT					
<input type="checkbox"/>	SENSE MOTIVE ■	WIS					
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*					
<input type="checkbox"/>	SPOT ■	WIS					
<input type="checkbox"/>	SURVIVAL ■	WIS					
<input type="checkbox"/>	SWIM ■	STR					
<input type="checkbox"/>	TUMBLE	DEX*					
<input type="checkbox"/>	_____	_____					
<input type="checkbox"/>	_____	_____					
<input type="checkbox"/>	_____	_____					
<input type="checkbox"/>	_____	_____					
<input type="checkbox"/>	_____	_____					
<input type="checkbox"/>	_____	_____					

