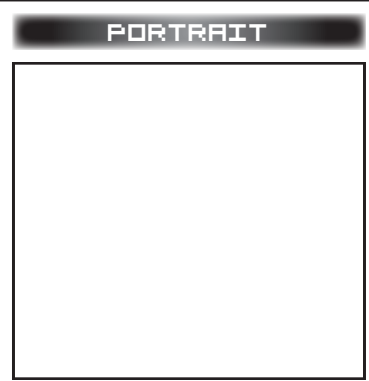


Character _____
 Player _____ Level _____
 Stock _____
 Cryptic Alliance _____
 Hometown/Tech Level _____
 Background _____

Jonathan Tweet's
OMEGA WORLD
 POST APOCALYPTIC d20 RPG
CHARACTER RECORD SHEET



ABILITIES	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

HIT POINTS	RESERVES
MAX _____ CURRENT _____	CURRENT _____
Force Field _____	
LIFT _____	LIFT OVER HEAD _____ LIFT OFF GROUND _____ PUSH OR DRAG _____
	= MAX LOAD = 2 x MAX LOAD = 5 x MAX LOAD

SKILLS UNDEFINED SKILL POINTS _____

MAX RANKS = LVL+3(±2)

CROSS CLASS	KEY ABILITY	TOTAL	MODIFIERS		
			RANKS	MISC	ABILITY
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Str*				
<input type="checkbox"/>	Con				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Str*				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Cha				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Str†				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Wis				
<input type="checkbox"/>	Str†				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Int				
<input type="checkbox"/>	Dex*				
<input type="checkbox"/>	Dex				
<input type="checkbox"/>	Wis				

ARMOR CLASS	ARMOR	SHIELD	RACE	DEX	SIZE	MISC	TEMP	PENALTY
_____ = 10 + _____								
	ARMOR WORN							

	TOTAL	BASE	MODIFIERS		TEMP
			ABILITY	MISC	
Fortitude CONSTITUTION			CON		
Reflex DEXTERITY			DEX		
Will WISDOM			WIS		

	TOTAL	DEX	MISC

	TOTAL	BASE	MODIFIERS			TEMP
			ABILITY	MISC 1	MISC 2	
Melee Attack STRENGTH			STR			
Ranged Attack DEXTERITY			DEX			

WEAPONS						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Notes						
Notes						
Notes						
Notes						

♦ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

