

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Genotype \_\_\_\_\_  
 Allegiance/Cryptic Alliance \_\_\_\_\_  
 Hometown/Tech Level \_\_\_\_\_  
 Background \_\_\_\_\_



**PORTRAIT**

Sex \_\_\_\_\_  
 Age \_\_\_\_\_  
 Size \_\_\_\_\_  
 Height \_\_\_\_\_  
 Mass \_\_\_\_\_  
 Hair/Fur \_\_\_\_\_  
 Eyes \_\_\_\_\_

ABILITIES				HIT POINTS	
	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	MAXIMUM	CURRENT
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>		

REPUTATION  ACTION POINTS  WEALTH BONUS

DEFENSE								
	CLASS	EQUIPMENT	DEX	SIZE	MISC	MISC	MAX DEX	PENALTY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ARMOR WORN								

SAVING THROWS				INITIATIVE		
TOTAL	CLASS BASE			ABILITY	MODIFIERS	
	A	B	C		MISC	MISC
<b>FORTITUDE</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
<b>WILL</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>

ATTACK ROLLS										
TOTAL	MULTIPLE ATTACKS			CLASS BASE			MODIFIERS			
	2ND	3RD	4TH	A	B	C	ABILITY	SIZE	MISC	MISC
<b>MELEE</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>RANGED</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>GRAPPLE</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPONS						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes <input type="text"/>						
Notes <input type="text"/>						
Notes <input type="text"/>						
Notes <input type="text"/>						
Notes <input type="text"/>						

**SKILLS**

MAX RANKS = LVL+3(2)

	CLASS	TOTAL	RANKS	MODIFIERS MISC	ABILITY	KEY ABILITY
Balance						Dex
Bluff						Cha
Climb						Str
Computer Use						Int
Concentration						Con
Craft (_____)						Int
Craft (_____)						Int
Craft (_____)						Int
Decipher Script ☞						Int
Demolitions ☞						Int
Diplomacy						Cha
Disable Device ☞						Int
Disguise						Cha
Drive						Dex
Escape Artist						Dex*
Forgery						Int
Gamble						Wis
Gather Information						Cha
Handle Animal ☞						Cha
Hide						Dex*
Intimidate						Cha
Investigate ☞						Int
Jump						Str*
Knowledge (_____)						Int
Knowledge (_____)						Int
Knowledge (_____)						Int
Listen						Wis
Move Silently						Dex*
Navigate						Int
Perform (_____)						Cha
Perform (_____)						Cha
Perform (_____)						Cha
Pilot ☞						Dex
Profession (_____)						Wis
Repair ☞						Int
Research						Int
Ride						Dex
Search						Int
Sense Motive						Wis
Sleight of Hand ☞						Dex
Spot						Wis
Survival						Wis
Swim						Str*
Treat Injury						Wis
Tumble ☞						Dex*

☞ CANNOT BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES

