



# CHARACTER RECORD SHEET

NAME		PLAYER		
CLASS	SPECIES		LEVEL	
AGE	GENDER	HEIGHT	WEIGHT	DESTINY



	SCORE	MODIFIER
STR <sup>ENGTH</sup>	<input type="text"/>	<input type="text"/>
DEX <sup>TERITY</sup>	<input type="text"/>	<input type="text"/>
CON <sup>STITUTION</sup>	<input type="text"/>	<input type="text"/>
INT <sup>ELLIGENCE</sup>	<input type="text"/>	<input type="text"/>
WIS <sup>DOM</sup>	<input type="text"/>	<input type="text"/>
CHA <sup>RISMA</sup>	<input type="text"/>	<input type="text"/>

## HIT POINTS

TOTAL

CURRENT

FORT DEFENSE

+

MISC BONUS

||

DAMAGE THRESHOLD

## CONDITION

**NORMAL**

**-1** TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

**-2** TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

**-5** TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.

**-10** TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS. MOVE AT HALF SPEED.

**HELPLESS**  
(UNCONSCIOUS OR DISABLED)

## DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
PORT	<input type="text"/>	= 10 + <input type="text"/>	<input type="text"/>	CON <input type="text"/>	<input type="text"/>
RBP	<input type="text"/>	= 10 + <input type="text"/>	<input type="text"/>	DEX <input type="text"/>	<input type="text"/>
WILL	<input type="text"/>	= 10 + <input type="text"/>	<input type="text"/>	WIS <input type="text"/>	<input type="text"/>

SPEED

INITIATIVE

PERCEPTION

BASE ATTACK

FORCE POINTS

DESTINY POINTS

## SPECIAL COMBAT ACTIONS

WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES
WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES
WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES
WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES

**DARK SIDE SCORE**

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

