

CHARACTER RECORD SHEET

NAME PLAYER
 CLASS SPECIES LEVEL
 AGE GENDER HEIGHT WEIGHT DESTINY



	SCORE	MODIFIER
STR ^{ENGTH}	<input type="text"/>	<input type="text"/>
DEX ^{TERITY}	<input type="text"/>	<input type="text"/>
CON ^{STITUTION}	<input type="text"/>	<input type="text"/>
INT ^{ELIGENCE}	<input type="text"/>	<input type="text"/>
WIS ^{DOM}	<input type="text"/>	<input type="text"/>
CHA ^{RISMA}	<input type="text"/>	<input type="text"/>

HIT POINTS

TOTAL

CURRENT

FORT DEFENSE
 +
 MISC BONUS
 ||
 DAMAGE THRESHOLD

CONDITION

SPEED

INITIATIVE

PERCEPTION

BASE ATTACK

FORCE POINTS

DESTINY POINTS

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"/>

WEAPON <input type="text"/>	ATK <input type="text"/>	DAMAGE <input type="text"/>
CRIT <input type="text"/>	TYPE <input type="text"/>	NOTES <input type="text"/>

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SPECIAL COMBAT ACTIONS

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

