CHARACTER NAME	LEVEL	SIZE	RACE	PLAYER	GENDER	AGE	WEIGHT	CLASS	EYES	HAIR
Pen Penison	Sexy	3'6"	Phallic	Robbie Straw	Male	3 Y.O	89 Lbs	Penis	Blue	Grey

CHARACTER RECORD SHEET

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

HP HIT POINTS	TOTAL	WOUNDS

AC
AWESOMENESS CLASS

Source Name	Tag	Tank	Traditional
Base (10)	10	10	10
Armor ( )	No	Yes	Yes
Shield ( )	No	Yes	Yes
Dex Mod. ( )	Yes	No	Yes
Nat. Armor ( )	No	Yes	Yes
Net Mod. ( )	Yes	Yes	Yes
Total			

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC. & MAGIC
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

INITIATIVE MODIFIER	TOTAL	=	DEX MODIFIER	+	MISC. MODIFIER
		=		+	

Notes

this is a section I have generously left on your character sheets so that you can take notes in it. NOW TAKE SOME NOTES! JUST LIKE THIS ONE, only preferably for quest information and such. And, actually, they will probably comprize enough text that this space is almost useless for you! Enjoy anyway!

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

	TOTAL	=	BASE ATTACK BONUS	+	STR MODIFIER	+	SIZE MODIFIER	+	MISC. MODIFIER	+	TEMP. MODIFIER
MELEE ATTACK BONUS		=		+		+		+		+	

	TOTAL	=	BASE ATTACK BONUS	+	DEX	+	SIZE	+	MISC.	+	TEMP.
RANGED ATTACK BONUS		=		+		+		+		+	

	TOTAL	=	BASE ATTACK	+	STR MODIFIER	+	SIZE MODIFIER	+	MISC. MODIFIER	SPEED
GRAPPLE MODIFIER		=		+		+		+		

SPECIAL ABILITIES AND CLASS ABILITIES
CAUSE THEY ARE WHAT MAKE YOU AWESOME

USED	ABILITY NAME	RANGE	DURATION	SAVE	RESIST	ABILITY DESCRIPTION

SKILLS

MAX RANKS 3 / 1.5

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. MODIFIER
☐	Appraise[1]	INT		=		+		+	
☐	Assess Force	WIS		=		+		+	
☐	Balance[1]	DEX		=		+		+	
☐	Bluff[1]	CHA		=		+		+	
☐	Calculate	WIS		=		+		+	
☐	Climb	STR		=		+		+	
☐	Code	INT		=		+		+	
☐	Computer Use	INT		=		+		+	
☐	Concentrate	CON		=		+		+	
☐	Craft (Tech)[1]	INT		=		+		+	
☐	Craft (Net)[1]	INT		=		+		+	
☐	Craft (Demolitions)[1]	INT		=		+		+	
☐	Craft (Archaic)[1]	INT		=		+		+	
☐	Demolitions	INT		=		+		+	
☐	Disable Device	INT		=		+		+	
☐	Disguise[1]	CHA		=		+		+	
☐	Entertain	CHA		=		+		+	
☐	Escape Artist[1]	DEX		=		+		+	
☐	Hack	INT		=		+		+	
☐	Handle Animal	CHA		=		+		+	
☐	Intimidate[1]	CHA/STR		=		+		+	
☐	Jump[1]	STR		=		+		+	
☐	Knowledge (Fluid Mechanics)	INT		=		+		+	
☐	Knowledge (History)	INT		=		+		+	
☐	Knowledge (Nature)	INT		=		+		+	
☐	Knowledge (Net)	INT		=		+		+	
☐	Knowledge (Newtonian)	INT		=		+		+	
☐	Knowledge (Quantum)	INT		=		+		+	
☐	Knowledge (Religion)	INT		=		+		+	
☐	Knowledge (Sphere Planning)	INT		=		+		+	
☐	Lurk	DEX		=		+		+	
☐	Lock Pick	INT		=		+		+	
☐	Meta-Sense	WIS		=		+		+	
☐	Profession skills …	WIS/CHA		=		+		+	
☐	Pilot	DEX		=		+		+	
☐	Pilfer	DEX		=		+		+	
☐	Repair	WIS		=		+		+	
☐	Surf (Active)	WIS		=		+		+	
☐	Surf (Passive)	WIS		=		+		+	
☐	Simulation	DEX/CHA		=		+		+	
☐	Swim[1]	STR		=		+		+	
☐	Tumble	DEX		=		+		+	
☐	Urban Wilderness	WIS		=		+		+	
☐	Wilderness	WIS		=		+		+	
☐	Use Net Device	CHA		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	