NAME_____ PLAYER_____

CLASS_____ RACE_____ HEROIC LEVEL___ CLASS LEVEL_____

AGE_____ GENDER_____ HEIGHT_____ WEIGHT_____

D20 ROLEPLAYING GAME
CHARACTER RECORD SHEET

	SCORE	MODIFIER
STRength		
DEXterity		
CONstitution		
INTelligence		
WISdom		
CHArisma		

	HIT POINTS	MAGIC POINTS	MAKO POINTS
TOTAL			
CURRENT			

[ ] + [ ] = [ ]
FORT DEFENCE   MISC BONUS   DAMAGE THRESHOLD

SPEED

INITIATIVE

PERCEPTION

BASE ATTACK

DEFENCES

	TOTAL		LEVEL OR ARMOUR	CLASS BONUS	ABILITY MOD	MISC
FORT		= 10 +			CON	
REF		= 10 +			DEX	
WILL		= 10 +			WIS	
MAG		= 10 +			INT	

CONDITIONS

NORMAL

-1 TO ALL DEFENCES, TO ATTACK ROLLS, SKILL CHECKS, AND ABILITY CHECKS

-2 TO ALL DEFENCES, TO ATTACK ROLLS, SKILL CHECKS, AND ABILITY CHECKS

-5 TO ALL DEFENCES, TO ATTACK ROLLS, SKILL CHECKS, AND ABILITY CHECKS

-10 TO ALL DEFENCES, TO ATTACK ROLLS, SKILL CHECKS, AND ABILITY CHECKS

HELPLESS
(UNCONSCIOUS OR DISABLED)

SPECIAL COMBAT ACTIONS

LIMIT BREAKS

LIMIT GAUGE

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES

ARMOUR	TYPE	MAX DEX	DAMAGE REDUCTION
CHECK PENALTY	SPEED	WEIGHT	SIZE

WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES

ACCESSORY

EFFECT

EQUIPPED MATERIA

WEAPON 1	WEAPON 2	ARMOUR

SKILLS

SKILLS	SKILL BONUS		½ LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS		=		DEX			
CLIMB		=		STR			
DECEPTION		=		CHA			
ENDURANCE		=		CON			
GATHER INFORMATION		=		CHA			
INITIATIVE		=		DEX			
JUMP		=		STR			
KNOWLEDGE ( )		=		INT			
KNOWLEDGE ( )		=		INT			
KNOWLEDGE ( )		=		INT			
KNOWLEDGE ( )		=		INT			
KNOWLEDGE ( )		=		INT			
KNOWLEDGE ( )		=		INT			
KNOWLEDGE ( )		=		INT			
MECHANICS		=		INT			
PERCEPTION		=		WIS			
PERSUASION		=		CHA			
PILOT		=		DEX			
RIDE		=		DEX			
SPELLCASTING		=		CHA			
STEALTH		=		DEX			
SURVIVAL		=		WIS			
SWIM		=		STR			
TREAT INJURY		=		WIS			
USE COMPUTER		=		INT			

FEATS

LANGUAGES

EQUIPMENT

EQUIPMENT	WT
	GIL

TALENTS

DIFFICULTY	PENALTY

EXTRAORDINARY POWERS

NAME	TARGET	EFFECT

MATERIA

	TOTAL AP	PER MAGIC EQUIPPED: +1 to Mag Def and -1 to Atk Roll (weapon)/to Ref Def (armour)
		PER SUMON EQUIPPED: +2 to Mag Def and -2 to Atk Roll (weapon)/to Ref Def (armour)

MAGIC

NAME (SPELL)	AP	MP COST	EFFECT	NAME (SPELL)	AP	MP COST	EFFECT
BARRIER				**ICE**			
BARRIER		9		BLIZZARD		3	
MBARRIER		9		BLIZZARA		6	
REFLECT		12		BLIZZAGA		9	
WALL		16		**LIGHTNING**			
CONTAIN				THUNDER		3	
FREEZE		8		THUNDARA		6	
BREAK		8		THUNDAGA		9	
TORNADO		10		**MYSTIFY**			
FLARE		12		CONFUSE		3	
DESTRUCT				SILENCE		6	
DISPEL		6		ZOMBIE		9	
DEATH		9		**POISON**			
COMET		12		BIO		3	
EARTH				BIORA		6	
QUAKE		3		BIOGA		9	
QUAKRA		6		**RESTORE**			
QUAKAGA		9		CURE		3	
FIRE				CURA		6	
FIRE		3		REGEN		6	
FIRA		6		CURAGA		9	
FIRAGA		9		**REVIVE**			
FULL CURE		12		LIFE		9	
GRAVITY				FULL-LIFE		12	
DEMI		6		**SHIELD**		12	
MAELSTROM		10		**TIME**			
HEAL				HASTE		6	
ESUNA		3		SLOW		6	
DRAIN		6		STOP		6	
OSMOSE		0		**ULTIMA**		30	

SUMMONS

NAME	AP	MP COST	EFFECT	NAME	AP	MP COST	EFFECT
ALEXANDER		16		KNIGHTS OF THE ROUND		45	
BAHAMUT		18		LEVIATHAN		19	
BAHAMUT FURY		26		NEO BAHAMUT		20	
BAHAMUT SIN		24		ODIN		20	
BAHAMUT ZERO		22		PHOENIX		17	
CHOCO/MOG		12		RAMUH		14	
HADES		21		SHIVA		14	
IFRIT		14		TITAN		15	
KJATA		15		TYPOON		19	

SUPPORT

NAME	AP	EFFECT	NAME	AP	EFFECT
ADDED CUT			HP PLUS		
ALL			INTELLIGENCE PLUS		
CHARISMA PLUS			MP PLUS		
CONSTITUTION PLUS			MAGIC COUNTER		
COUNTER			STRENGTH PLUS		
DEXTERITY PLUS			WISDOM PLUS		
DUALCAST					

ENEMY SKILL

NAME	MP COST	EFFECT	NAME	MP COST	EFFECT