

CHARACTER NAME _____ PLAYER _____

CLASS AND CHARACTER LEVEL _____ STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



CHARACTER RECORD SHEET

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP hit points

TOTAL CURRENT HP

DEFENSE

TOTAL = 10 + + + + + +

CLASS BONUS EQUIPMENT BONUS DEX BONUS SIZE BONUS MISC BONUS MISC BONUS TOUCH FLAT FOOTED

INITIATIVE modifier

TOTAL = +

DEX MODIFIER MISC MODIFIER

BASE ATTACK attack bonus

SPEED

CHAKRA pool and reserves

TOTAL CURRENT CHAKRA

CROSS-CLASS SKILLS MAX RANKS

SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD
<input type="checkbox"/> Balance	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Bluff	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Chakra Control ☒	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Climb	Str	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Computer Use	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Concentration	Con	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Craft (_____)	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Craft (_____)	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Decipher Script ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Demolitions ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Diplomacy	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Disable Device ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Disguise	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Drive	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Escape Artist *	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Forgery	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Fuinjutsu ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Gamble	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Gather Information	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Genjutsu ☒	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Handle Animal ☒	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Hide *	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Intimidate	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Investigate ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Jump *	Str	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Knowledge (_____)	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Knowledge (_____)	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Listen	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Move Silently *	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Navigate	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Ninjutsu ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Perform (_____)	Cha	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Pilot ☒	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Profession (_____)	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> R/W Lang. (_____)	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> R/W Lang. (_____)	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Repair ☒	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Research	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Ride	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Search	Int	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Sense Motive	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Sleight of Hand ☒	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Spk Lang. (_____)	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Spk Lang. (_____)	-	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Spot	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Survival	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Swim *	Str	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Taijutsu ☒	Str	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Treat Injury	Wis	_____	= _____	+ _____	+ _____
<input type="checkbox"/> Tumble ☒*	Dex	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	_____	= _____	+ _____	+ _____
<input type="checkbox"/> _____	_____	_____	= _____	+ _____	+ _____

SAVING THROWS

FORTITUDE (CONSTITUTION) TOTAL = + +

REFLEX (DEXTERITY) TOTAL = + +

WILL (WISDOM) TOTAL = + +

BASE SAVE ABILITY MODIFIER MISC MODIFIER

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS

MELEE attack bonus TOTAL

RANGED attack bonus TOTAL

BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

WEAPON TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

ARMOR TYPE EQUIPMENT BONUS PROFICIENT? YES NO

ARMOR PENALTY WEIGHT SPEED SIZE MAX DEX SPECIAL PROPERTIES

Skills marked with ☒ cannot be used untrained. * ARMOR PENALTY, if any, applies.

