

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
 PROFESSION \_\_\_\_\_ LEVEL \_\_\_\_\_ EXPERIENCE POINTS \_\_\_\_\_  
 AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**TOTAL** \_\_\_\_\_ **CURRENT HP** \_\_\_\_\_ **SUBDUAL DAMAGE** \_\_\_\_\_ **SPEED** \_\_\_\_\_

**HP** HIT POINTS \_\_\_\_\_

**AC** ARMOR CLASS \_\_\_\_\_ = 10 + \_\_\_\_\_

**INITIATIVE** MODIFIER \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

**BASE ATTACK** BONUS \_\_\_\_\_

ARMOR BONUS \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_ MISC MODIFIER \_\_\_\_\_ ARMOR CHECK PENALTY \_\_\_\_\_

**CURRENT SANITY** \_\_\_\_\_

**MAX. SANITY** \_\_\_\_\_ **20% SANITY** \_\_\_\_\_

**SAVING THROWS**

**FORTITUDE** (CONSTITUTION) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX** (DEXTERITY) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**WILL** (WISDOM) \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**TOTAL** \_\_\_\_\_ **BASE SAVE** \_\_\_\_\_ **ABILITY MODIFIER** \_\_\_\_\_ **MAGIC MODIFIER** \_\_\_\_\_ **MISC. MODIFIER** \_\_\_\_\_ **TEMPORARY MODIFIER** \_\_\_\_\_

**CONDITIONAL MODIFIERS** \_\_\_\_\_

**MELEE** ATTACK BONUS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**RANGED** ATTACK BONUS \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**TOTAL** \_\_\_\_\_ **BASE ATTACK BONUS** \_\_\_\_\_ **STR MODIFIER** \_\_\_\_\_ **MISC MODIFIER** \_\_\_\_\_ **TEMPORARY 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

**AMMUNITION**

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**FEATS**

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**SPELLS**

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**GEAR**

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\_\_\_\_\_

CORE SKILLS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
					RANKS	MISC MODIFIER
<input type="checkbox"/>	ANIMAL EMPATHY	CHA				
<input type="checkbox"/>	APPRAISE ■	INT				
<input type="checkbox"/>	BALANCE ■	DEX↑				
<input type="checkbox"/>	BLUFF ■	CHA				
<input type="checkbox"/>	CLIMB ■	STR↑				
<input type="checkbox"/>	COMPUTER USE ■	INT				
<input type="checkbox"/>	CONCENTRATION ■	CON				
<input type="checkbox"/>	CRAFT* ( _____ )	INT				
<input type="checkbox"/>	CTHULHU MYTHOS↑↑	—		N/A		
<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"/>	GATHER INFORMATION ■	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL ■	WIS				
<input type="checkbox"/>	HIDE ■	DEX↑				
<input type="checkbox"/>	INNUENDO ■	WIS				
<input type="checkbox"/>	INTIMIDATE ■	CHA				
<input type="checkbox"/>	JUMP ■	STR↑				
<input type="checkbox"/>	KNOWLEDGE* ( _____ )	INT				
<input type="checkbox"/>	( _____ )	INT				
<input type="checkbox"/>	( _____ )	INT				
<input type="checkbox"/>	( _____ )	INT				
<input type="checkbox"/>	LISTEN ■	WIS				
<input type="checkbox"/>	MOVE SILENTLY ■	DEX↑				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	OPERATE HEAVY MACHINERY	DEX				
<input type="checkbox"/>	PERFORMANCE* ( _____ )	CHA				
<input type="checkbox"/>	( _____ )					
<input type="checkbox"/>	PILOT	DEX				
<input type="checkbox"/>	PSYCHIC FOCUS	WIS				
<input type="checkbox"/>	PSYCHOANALYSIS	WIS				
<input type="checkbox"/>	READ LIPS	INT				
<input type="checkbox"/>	REPAIR	DEX				
<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"/>	SPEAK OTHER LANGUAGE* ( _____ )	INT				
<input type="checkbox"/>	( _____ )	INT				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT ■	WIS				
<input type="checkbox"/>	SWIM ■	STR↑				
<input type="checkbox"/>	TUMBLE	DEX↑				
<input type="checkbox"/>	USE ROPE ■	DEX				
<input type="checkbox"/>	WILDERNESS LORE ■	WIS				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are core skills. ↑ ARMOR CHECK PENALTY, if any, applies. \* This skill requires a specialization; see the skill's listing for details. ↑↑ This skill cannot be taken during character creation.