

# FARSCAPE

## CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_  
 RACE \_\_\_\_\_ SIZE \_\_\_\_\_ SPEED \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**CONTROL**  TOTAL       CURRENT       DIE TYPE / MODIFIERS  
**WOUNDS**               
**DEFENSE**  = 10 +  ARMOR BONUS +  DEX +  SIZE +  MISC  
 SUBDUAL DAMAGE   
**INITIATIVE**  TOTAL =  DEX +  MISC

CHARACTER SKETCH

SAVES

<b>FORTITUDE</b> CONSTITUTION	TOTAL BONUS	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC MODIFIER
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>
<b>REFLEX</b> DEXTERITY	TOTAL BONUS	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC MODIFIER
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>
<b>WILL</b> WISDOM	TOTAL BONUS	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC MODIFIER
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>

ATTACKS

<b>MEELE</b>	TOTAL BONUS	=	BASE ATTACK	+	ABILITY MODIFIER	+	MISC MODIFIER
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>
<b>RANGED</b>	TOTAL BONUS	=	BASE ATTACK	+	ABILITY MODIFIER	+	MISC MODIFIER
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>
<b>OTHER</b>	TOTAL BONUS	=	BASE ATTACK	+	ABILITY MODIFIER	+	MISC MODIFIER
<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>

WEAPON			ATK BONUS	DAMAGE
RANGE	WEIGHT	TYPE	SIZE	CRITICAL
SPECIAL PROPERTIES			AMMO COUNT	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

WEAPON			ATK BONUS	DAMAGE
RANGE	WEIGHT	TYPE	SIZE	CRITICAL
SPECIAL PROPERTIES			AMMO COUNT	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR			DEFENSE BONUS	ARMOR CHECK PENALTY
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

## SKILLS

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MODIFIER	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT	_____	=	_____	+ _____
<input type="checkbox"/>	BLUFF ■	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	CLIMB ■	STR*	_____	=	_____	+ _____
<input type="checkbox"/>	COMPUTERS ■	INT	_____	=	_____	+ _____
<input type="checkbox"/>	CONCENTRATION ■	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	CRAFT (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	CRAFT (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	DEMOLITIONS	INT	_____	=	_____	+ _____
<input type="checkbox"/>	DIPLOMACY ■	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	DISABLE DEVICE ■	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	DISGUISE ■	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	_____	=	_____	+ _____
<input type="checkbox"/>	FIRST AID ■	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	FORGERY ■	INT	_____	=	_____	+ _____
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	HIDE ■	DEX*	_____	=	_____	+ _____
<input type="checkbox"/>	INTIMIDATE ■	STR/CHA	_____	=	_____	+ _____
<input type="checkbox"/>	JUMP ■	STR*	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	LISTEN ■	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	_____	=	_____	+ _____
<input type="checkbox"/>	NEGOTIATE ■	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PILOT	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	READ/WRITE (_____)	-	_____	=	_____	+ _____
<input type="checkbox"/>	READ/WRITE (_____)	-	_____	=	_____	+ _____
<input type="checkbox"/>	READ/WRITE (_____)	-	_____	=	_____	+ _____
<input type="checkbox"/>	READ/WRITE (_____)	-	_____	=	_____	+ _____
<input type="checkbox"/>	READ/WRITE (_____)	-	_____	=	_____	+ _____
<input type="checkbox"/>	REPAIR	INT	_____	=	_____	+ _____
<input type="checkbox"/>	RIDE ■	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	SEARCH ■	INT	_____	=	_____	+ _____
<input type="checkbox"/>	SECURITY SYSTEMS ■	INT	_____	=	_____	+ _____
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	_____	=	_____	+ _____
<input type="checkbox"/>	SPOT ■	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	SURVIVAL ■	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	SWIM ■	STR	_____	=	_____	+ _____
<input type="checkbox"/>	TUMBLE	DEX*	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____
<input type="checkbox"/>	_____	_____	_____	=	_____	+ _____

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.  
 Mark class skills with ☒. \*armor check penalty, if any, applies.  
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