

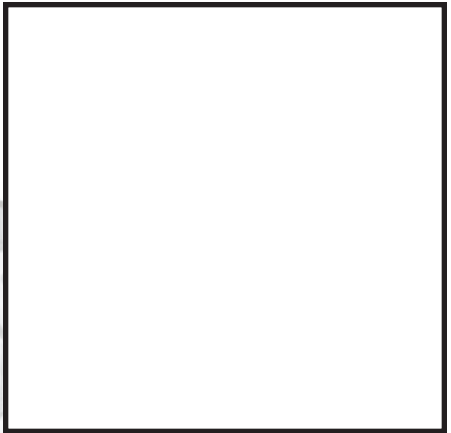


Character Name \_\_\_\_\_ Player Name \_\_\_\_\_  
 Role \_\_\_\_\_ Level \_\_\_\_\_  
 Gender \_\_\_\_\_ Age \_\_\_\_\_  
 Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Hair \_\_\_\_\_ Eyes \_\_\_\_\_  
 Skin \_\_\_\_\_ Handedness \_\_\_\_\_  
 Alignment \_\_\_\_\_ Calling \_\_\_\_\_  
 Virtue \_\_\_\_\_ Vice \_\_\_\_\_  
 Personality \_\_\_\_\_

# BLUE ROSE

## CHARACTER RECORD SHEET

Background \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



Character Sketch

### ABILITIES

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

SIZE

SPEED

WEALTH

REPUTATION

CONVICTION

■■■■■■■■■■■■■■■■■■■■

CORRUPTION

### COMBAT SCORES

TOTAL DEX MISC

INITIATIVE

BASE ATTACK BONUS

ATTACK BONUS

TOTAL	BASE ATT	ABILITY	SIZE	MISC
<input type="checkbox"/>	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>

DEFENSE

$\geq 10 +$

### SAVING THROWS

TOTAL	BASE	ABILITY	MISC	MISC
<input type="checkbox"/>	<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>

### SKILLS

	MODIFIERS			KEY
	TOTAL	RANKS	FAVORED	ABILITY
Acrobatics * ‡				Dex
Bluff				Cha
Climb				Str
Concentration †				Wis
Craft * ‡				Int
Diplomacy				Cha
Disable Device * ‡				Int
Disguise				Cha
Escape Artist				Dex
Gather Information				Cha
Handle Animal ‡				Cha
Heal * ‡				Wis
Intimidate				Cha
Jump				Str
Knowledge * ‡				Int
Knowledge * ‡				Int
Knowledge * ‡				Int
Knowledge * ‡				Int
Notice ‡				Wis
Perform				Cha
Perform				Cha
Ride *				Dex
Search ‡				Int
Sense Motive				Wis
Sleight of Hand *				Dex
Stealth				Dex
Survival				Wis
Swim				Str

### DAMAGE TRACK

NONLETHAL LEVEL	FAILED BY	LETHAL LEVEL
Bruised ■■■■	0 ■■■■	Hurt ■■■■
Dazed <input type="checkbox"/>	5+ <input type="checkbox"/>	Wounded <input type="checkbox"/>
Staggered <input type="checkbox"/>	10+ <input type="checkbox"/>	Disabled <input type="checkbox"/>
Unconscious <input type="checkbox"/>	15+ <input type="checkbox"/>	Dying <input type="checkbox"/>
	<input type="checkbox"/>	Dead <input type="checkbox"/>

### FATIGUE

Winded

Fatigued

Exhausted

### WEAPONS

Weapon	Attack	Damage	Critical	Range
Notes				
Notes				
Notes				
Notes				

\* CANNOT BE USED UNTRAINED — † CANNOT TAKE 10 — ‡ CAN TAKE 10 OR 20

