CHARACTER NAME | PLAYER

AFFILIATION | RANK | RACE | ALIGNMENT

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR

CLASS 1/LEVEL | CLASS 2/LEVEL | CLASS 3/LEVEL

Fading Suns d20 system

CHARACTER RECORD SHEET

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

HP HIT POINTS — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | SPEED

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD + SIZE MOD + MISC BONUS | ARMOR CHECK PENALTY | ARMOR TYPE

INITIATIVE MODIFIER — TOTAL = DEX MOD + MISC MOD

ENERGY SHIELD — TYPE/WEIGHT | DC 15/17 | RNG/MELEE | DMG RESIST: Phys. 15, Fire 10, Blaster 7 | HITS

MELEE ATTACK BONUS — TOTAL = BASE ATTACK BONUS + DEX MOD + SIZE MOD + MISC MOD + TEMP. MODIFIER | CONDITIONAL MODIFIERS

RANGED ATTACK BONUS — TOTAL = BASE ATTACK BONUS + DEX MOD + SIZE MOD + MISC MOD | CONDITIONAL MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	OCCULT MODIFIER	MISC MOD	TEMP. MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS

SKILLS

MAX RANKS /

CROSS CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	=	ABILITY MOD	+	RANKS	+	MISC MOD
☐				=		+		+	

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	CHECK PENALTY

MAX DEX	SPEED	WEIGHT	SPECIAL PROPERTIES

GEAR

ITEM	TL	WT.

SPECIAL ABILITIES/FEATS

MONEY

EXPERIENCE

OCCULT POWERS

PRIMARY PATH/CANON: _____ URGE/HUBRIS LEVELS: _____

☐ 1st Degree			=		+		+	
☐ 2nd Degree			=		+		+	
☐ 3rd Degree			=		+		+	
☐			=		+		+	

WYRD ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 X MAX LOAD)	PUSH OR DRAG (5 X MAX LOAD)

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