CHARACTER NAME _____   PLAYER _____

FADING SUNS d20 system

AFFILIATION _____ RANK _____   RACE _____ ALIGNMENT _____

SIZE _____ AGE _____ GENDER _____   HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

CHARACTER RECORD SHEET

CLASS 1/LEVEL _____   CLASS 2/LEVEL _____   CLASS 3/LEVEL _____

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 — Phys. 15 / Fire 10 / Blaster 7 — RNG/MELEE _____ DMG RESIST _____ 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 + ___ TEMP. MODIFIER

CONDITIONAL MODIFIERS _____

SAVING THROWS

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

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 ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	CHECK PENALTY

MAX DEX	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS

MAX RANKS ___ / ___

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
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☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	
☐	_____	___	= ___	+ ___	+ ___	

OTHER AFFILIATIONS/RANKS

EXPERIENCE POINTS

GEAR

ITEM	TL	WT.	ITEM	TL	WT.
					TOTAL WEIGHT CARRIED:

MONEY

	CARRIED	CACHED
FIREBIRDS:		
CRESTS:		
WINGS:		
TALONS:		
SCRIP:		

LANGUAGES

WEAPON

		TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WEAPON

		TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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

OCCULT POWERS   MAX RANKS   /

CLASS SKILL

POWER NAME	KEY ABILITY	POWER MOD	ABILITY MOD	RANKS	MISC MOD

PRIMARY PATH/CANON: _____

☐ 1st Degree _____ _____ _____ = _____ + _____ + _____
☐ 2nd Degree _____ _____ _____ = _____ + _____ + _____
☐ 3rd Degree _____ _____ _____ = _____ + _____ + _____
☐ 4th Degree _____ _____ _____ = _____ + _____ + _____

SECONDARY PATH/CANON: _____

☐ 1st Degree _____ _____ _____ = _____ + _____ + _____
☐ 2nd Degree _____ _____ _____ = _____ + _____ + _____
☐ 3rd Degree _____ _____ _____ = _____ + _____ + _____
☐ 4th Degree _____ _____ _____ = _____ + _____ + _____

TERTIARY PATH/CANON: _____

☐ 1st Degree _____ _____ _____ = _____ + _____ + _____
☐ 2nd Degree _____ _____ _____ = _____ + _____ + _____
☐ 3rd Degree _____ _____ _____ = _____ + _____ + _____
☐ 4th Degree _____ _____ _____ = _____ + _____ + _____

QUATERNARY PATH/CANON: _____

☐ 1st Degree _____ _____ _____ = _____ + _____ + _____
☐ 2nd Degree _____ _____ _____ = _____ + _____ + _____
☐ 3rd Degree _____ _____ _____ = _____ + _____ + _____
☐ 4th Degree _____ _____ _____ = _____ + _____ + _____

QUINTARY PATH/CANON: _____

☐ 1st Degree _____ _____ _____ = _____ + _____ + _____
☐ 2nd Degree _____ _____ _____ = _____ + _____ + _____
☐ 3rd Degree _____ _____ _____ = _____ + _____ + _____
☐ 4th Degree _____ _____ _____ = _____ + _____ + _____

WYRD
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URGE/HUBRIS LEVELS: _____

DOPPLEGANGER WYRD
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SPECIAL ABILITIES/FEATS