Character _____   Player _____

Class _____   Level _____

Background _____

_____

THE WHEEL OF TIME
Roleplaying Game

CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX	CURRENT

Hit Die Type [ ]

ARMOR

= 10 +

	ARMOR	SHIELD	CLASS	DEX	SIZE	NATURAL	MISC
MODIFIERS							
ARMOR WORN							

DEFENSE

AC WHEN FLAT-FOOTED	
AC VERSUS TOUCH ATTACKS	
MISS CHANCE	
MAX DEX BONUS	
ARMOR CHECK PENALTY	

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP
			MODIFIERS			
Fortitude (Con)						
Reflex (Dex)						
Will (Wis)						

INITIATIVE

TOTAL	DEX	MISC

GRAPPLING

TOTAL	STR	SPEC SIZE

ATTACK ROLLS

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
			MODIFIERS			
Melee (Str)						
Ranged (Dex)						

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

REPUTATION & EFFECTS

[ ]	

LANGUAGES

SKILLS

Max Ranks = Lvl+3(/2)

Skill	CROSS CLASS	KEY ABILITY	TOTAL	ABILITY	RANKS	MISC
				MODIFIERS		
Animal Empathy		Cha				
Appraise ■		Int				
Balance ■		Dex*				
Bluff ■		Cha				
Climb ■		Str*				
Composure		Wis				
Concentration ■		Con				
Craft ■ (_____)		Int				
Decipher Script		Int				
Diplomacy ■		Cha				
Disable Device		Int				
Disguise ■		Cha				
Escape Artist ■		Dex*				
Forgery ■		Int				
Gather Information ■		Cha				
Handle Animal		Cha				
Heal ■		Wis				
Hide ■		Dex*				
Innuendo		Wis				
Intimidate ■		Cha				
Intuit Direction		Wis				
Invert		Int				
Jump ■ (_____)		Str*				
Knowledge (_____)		Int				
Knowledge (_____)		Int				
Knowledge (_____)		Int				
Knowledge		Int				
Listen ■		Wis				
Move Silently ■		Dex*				
Open Lock		Dex				
Perform ■ (_____)		Cha				
(_____)						
(_____)						
Pick Pocket		Dex*				
Profession (_____)		Wis				
Read Lips		Int				
Ride ■		Dex				
Search ■		Int				
Sense Motive ■		Wis				
Spot ■		Wis				
Swim ■		Str†				
Tumble		Dex*				
Use Rope ■		Dex				
Weavesight		Int				
Wilderness Lore ■		Wis				

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † -1 PER 5 LBS. OF GEAR

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Current Load						Total Weight Carried		

MOVEMENT/LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x3)		Day Walk	
Run (x4)		Special	

Load	Weight Carried	Max Dex	Chk Pen	Run
Light		normal	normal	normal
Medium		+3	-3	x4
Heavy		+1	-6	x3

EXPERIENCE

Total Experience

XPs Needed for Next Level

Lift Over Head
= MAX LOAD

Lift Off Ground
= 2 X MAX LOAD

Push or Drag
= 5 X MAX LOAD

MONEY

SPECIAL ABILITIES & FEATS

ONE POWER TALENTS & AFFINITIES

Weave Save DC	Level	Weaves Per Day	Bonus Weaves
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Weave Save DC Mod

MADNESS & EFFECTS

WONDROUS ITEMS

WEAVES

HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

CHARACTER DESCRIPTION

Character Name		Age	Sex
Description		Birth Date	Size
		Height	Weight
		Hair	Eyes
		Skin	Handedness

Personality _____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Quote(s) _____

_____

Character Sketch

Contacts/Friends _____

_____

_____

Enemies _____

_____

_____

HISTORY & NOTES

Date Created _____