

OGC STEAMPUNK CHARACTER SHEET

	Ability Score	Ability Modifier	Temp. Score	Temp. Modifier		Total	Base Save	Ability Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier																		
STR Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Fort CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																		
DEX Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Ref DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																		
CON Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Will WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																		
INT Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	HIT POINTS <table border="1"> <thead> <tr> <th>Current</th> <th>Maximum</th> <th>Temp.</th> <th>Subdual</th> <th>Hit Dice</th> <th>Misc.</th> </tr> </thead> <tbody> <tr> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> </tr> <tr> <td colspan="5" style="text-align: center;"><i>Wealth Bonus</i></td> <td><input type="text"/></td> </tr> </tbody> </table>							Current	Maximum	Temp.	Subdual	Hit Dice	Misc.	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<i>Wealth Bonus</i>					<input type="text"/>
Current	Maximum	Temp.	Subdual	Hit Dice								Misc.																	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>								<input type="text"/>																	
<i>Wealth Bonus</i>					<input type="text"/>																								
WIS Wisdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																									
CHA Charisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>																									

	Total	Base Attack	Strength Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier	
MELEE Attack Bonus	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Total Attack											
Weapon	Bonus	Damage	Critical	Range	Type	Size	Weight	Notes			

	Total	Base Attack	Dexterity Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier	
RANGED Attack Bonus	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
Total Attack											
Weapon	Bonus	Damage	Critical	Range	Type	Size	Weight	Notes			

INITIATIVE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
	Total		Misc. Modifier		Misc. Modifier
ACTION POINTS	<input type="text"/>				
REP	<input type="text"/>				

	Total	Base Bonus	Dexterity Modifier	Size Modifier	Armour Bonus	Shield Modifier	Natural Armour	Misc. Modifier	Misc. Modifier		
DEFENCE Value	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	10
Armour Notes								DV when Flat-Footed	Touch Attacks	Max Dex. Bonus	Armour Penalty
								<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
								<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Player: _____
 Character: _____
 Level: _____ Class: _____
 Vocation: _____
 Allegiance: _____
 Gender: _____
 Age: _____ Hair: _____
 Eyes: _____ Handed: _____
 Height: _____ Weight: _____

EQUIPMENT

FEATS	DESCRIPTION

CLASS ABILITY	DESCRIPTION

LANGUAGES

TIES	Value

Skill Name	Key Ability	Class Skill			Cross Class	Total	Modifiers		Misc.
							Ability	Ranks	
Balance ✓★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Bluff ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Climb ✓★	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Concentration ✓	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Craft ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Craft ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Decipher Script	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Diplomacy ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Disable Device	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Disguise ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Drive	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Escape Artist ✓★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Forgery ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Gamble ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Gather Information ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Handle Animal	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Hide ✓★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Intimidate ✓	CHA/STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Investigate	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Jump ✓★	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Language	None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Listen ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Move Silently ✓★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Navigate ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Perform () ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Perform () ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Pilot	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Profession ()	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Profession ()	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Psychic Control	WIS/CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Repair	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Research ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Ride ✓	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Ritual	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Search ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Sense Motive ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Sleight of Hand ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Spot ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Survival ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Swim ✓★★	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Treat Injury	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Tumble ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Use Rope ✓	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

✓ These Skills may be used with 0 ranks.
 ★ Armour check penalties apply to these skills.
 ★★ Double the normal armour check penalties apply to these skills.

Total Skill Points

Maximum Skill Ranks (Level + 3)

Maximum X-Class Skill Ranks ((Level + 3) × 2)