

STARGATE SG-1™

CHARACTER RECORD SHEET

CHARACTER NAME _____ PLAYER _____ AGE _____ GENDER _____
 SPECIALTY/SPECIES _____ RANK _____ SIZE _____ BASE SPEED _____ HEIGHT _____ WEIGHT _____
 CLASS _____ LEVEL _____ EYES _____ HAIR _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	<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"/>
CON CONSTITUTION	<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"/>
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"/>

VITALITY TOTAL CURRENT DIE TYPE

WOUNDS SUBDUAL DAMAGE

DEFENSE = 10+ / + + +

TOTAL CLASS / ARMOR DEX SIZE MISC

INSPIRATION TOTAL = + WIS MOD MISC

EDUCATION TOTAL = + INT MOD MISC

INITIATIVE TOTAL = + + CLASS DEX MISC

ACTION DICE TOTAL DIE TYPE SPENT

SAVING THROWS

FORTITUDE TOTAL BONUS = + + BASE SAVE ABILITY MOD MISC MOD

REFLEX = + + DEXTERITY

WILL = + + WISDOM

PRIMARY WEAPON		ATK	DAM	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT			AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT			

BASE ATTACKS

UNARMED TOTAL BONUS = + + BASE ATTACK ABILITY MOD MISC MOD

MELEE = + +

RANGED = + +

SECONDARY WEAPON		ATK	DAM	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT			AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT			

ARMOR	DEFENSE BONUS	DAMAGE RESISTANCE	ARMOR CHECK	TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD	MISC MOD	ERROR RANGE	THREAT RANGE	CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD	MISC MOD	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	APPRAISE ■	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	LANGUAGES ■	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	BALANCE ■	DEX*	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	LISTEN ■	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	BLUFF ■	CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	MECHANICS	INT	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	BOATING ■	DEX	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	BUREAUCRACY ■	CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	OPEN LOCK	DEX	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	CLIMB ■	STR*	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	PERFORM ■	CHA	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	COMPUTERS ■	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	PILOT	DEX	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	CONCENTRATION ■	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	PROFESSION (_____)	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	CRAFT (_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	(_____)	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	(_____)	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SEARCH ■	INT	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	CRYPTOGRAPHY	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SENSE MOTIVE ■	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	CULTURES	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	DEMOLITIONS	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SPORT ■ (_____)	STR/DEX*	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	DIPLOMACY ■	CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	(_____)	STR/DEX*	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	DISGUISE ■	CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	(_____)	STR/DEX*	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	DRIVER ■	DEX	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SPOT ■	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	ELECTRONICS	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SURVEILLANCE	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SURVIVAL	WIS	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	FIRST AID ■	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	SWIM ■	STR	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	FORGERY ■	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	TUMBLE	DEX*	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	HANDLE ANIMAL	CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	HIDE ■	DEX*	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	HOBBY (_____)	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	INNUENDO ■	WIS	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	INTIMIDATE ■	STR/CHA	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	JUMP ■	STR*	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___
<input type="checkbox"/>	(_____)	INT	___	= ___	+ ___	+ ___	___	___	<input type="checkbox"/>	_____	___	___	= ___	+ ___	+ ___	___	___

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
 Mark class skills with ☒. *armor check penalty, if any, applies.
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