

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 | | | | |
| DEX DEXTERITY | | | | |
| CON CONSTITUTION | | | | |
| INT INTELLIGENCE | | | | |
| WIS WISDOM | | | | |
| CHA CHARISMA | | | | |

VITALITY TOTAL _____ CURRENT _____ DIE TYPE _____

WOUNDS _____ SUBDUAL DAMAGE _____

DEFENSE = 10+ _____ / _____ + _____ + _____ + _____

TOTAL CLASS / ARMOR DEX SIZE MISC

INSPIRATION TOTAL _____ = _____ + _____

EDUCATION TOTAL _____ = _____ + _____

TOTAL INT MOD MISC

INITIATIVE TOTAL _____ = _____ + _____ + _____

TOTAL CLASS DEX MISC

ACTION DICE TOTAL _____ DIE TYPE _____ SPENT _____

SAVING THROWS

FORTITUDE CONSTITUTION TOTAL BONUS _____ = _____ + _____ + _____

REFLEX DEXTERITY TOTAL BONUS _____ = _____ + _____ + _____

WILL WISDOM TOTAL BONUS _____ = _____ + _____ + _____

BASE ATTACKS

UNARMED TOTAL BONUS _____ = _____ + _____ + _____

MELEE TOTAL BONUS _____ = _____ + _____ + _____

RANGED TOTAL BONUS _____ = _____ + _____ + _____

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

| 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 |
|-------|---------------|-------------------|-------------|------|-------------|-------|--------|--------------------|
| | | | | | | | | |

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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