

Grey Six

Character Record Sheet

Name: _____
 Race: _____
 Class: _____
 Alignment: _____

XP: _____
 Level: _____

Ability Scores

	Score	Modifier
Str	<input type="text"/>	<input type="text"/>
Dex	<input type="text"/>	<input type="text"/>
Con	<input type="text"/>	<input type="text"/>
Int	<input type="text"/>	<input type="text"/>
Wis	<input type="text"/>	<input type="text"/>
Cha	<input type="text"/>	<input type="text"/>

Combat & Equipment

Hit Points	Saving Throw	vs. Death <input type="text"/>	vs. Paralysis <input type="text"/>	vs. Magic <input type="text"/>
Attack Power <input type="text"/>	Armour Class <input type="text"/>	Armour Worn <div style="background-color: #cccccc; width: 100%; height: 20px;"></div>		
Movement Rate <input type="text"/>				
Weapon	Attack Power Bonus	Damage	Range	

Special Abilities

Money & Items

<input type="text"/>	<input type="text"/>	<input type="text"/>
GP	SP	CP

Proficiencies

Acrobatics	Dex	<input type="text"/>	Knowledge	Int	<input type="text"/>	
Animal Handling	Wis	<input type="text"/>	Piloting	Wis	<input type="text"/>	
Athletics	Str/Con	<input type="text"/>	<input type="text"/>	Spellcraft	Int	<input type="text"/>
Craft	Str/Int	<input type="text"/>	<input type="text"/>	Stealth	Dex	<input type="text"/>
Engineering	Dex	<input type="text"/>	Streetwise	Cha	<input type="text"/>	
Influence	Str/Cha	<input type="text"/>	<input type="text"/>	Wilderness Survival	Wis	<input type="text"/>