

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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