MYTHS OF THE FAR FUTURE
CHARACTER RECORD SHEET

Character _____ Player _____

Race _____ Ht _____ Wt _____ Size _____ Level _____

Gender _____ Age _____ XP _____

Career _____ Next Level _____

Path _____ Alignment _____

Destiny _____ Home Planet _____

Appearance and Mannerisms

Vision _____ Special Senses _____

Languages

Score — STR Strength = Base + Inh + Imp + Misc — Mod — Check

- Total — **Athletics** = Trn + Mod + ½L + Misc − ACP

Load 10×Score Normal — 20×Score Heavy — 50×Score Drag

Score — CON Constitution = Base + Inh + Imp + Misc — Mod — Check

- Total — **Endurance** = Trn + Mod + ½L + Misc − ACP

Score — DEX Dexterity = Base + Inh + Imp + Misc — Mod — Check

- Total — **Acrobatics** = Trn + Mod + ½L + Misc − ACP
- Total — **Stealth** = Trn + Mod + ½L + Misc − ACP
- Total — **Thievery** = Trn + Mod + ½L + Misc − ACP

Score — INT Intelligence = Base + Inh + Imp + Misc — Mod — Check

- Total — **History** = Trn + Mod + ½L + Misc
- Total — **Religion** = Trn + Mod + ½L + Misc
- Total — **Technology*** = Trn + Mod + ½L + Misc

** MOFF Rule*
Renamed Arcana

Score — WIS Wisdom = Base + Inh + Imp + Misc — Mod — Check

- Total — **Engineering*** = Trn + Mod + ½L + Misc
- Total — **Heal** = Trn + Mod + ½L + Misc
- Total — **Insight** = Trn + Mod + ½L + Misc
- Total — **Nature** = Trn + Mod + ½L + Misc
- Total — **Perception** = Trn + Mod + ½L + Misc

** MOFF Rule*
Renamed Dungeoneering

Passive Insight 10+Total

Passive Perception 10+Total

Score — CHA Charisma = Base + Inh + Imp + Misc — Mod — Check

- Total — **Bluff** = Trn + Mod + ½L + Misc
- Total — **Diplomacy** = Trn + Mod + ½L + Misc
- Total — **Intimidate** = Trn + Mod + ½L + Misc
- Total — **Streetwise** = Trn + Mod + ½L + Misc

Ability and Skill Notes

Score — AC Armor Class = DEX INT + ½L + Inh + Feat + Misc + Enh + Shield + Armor

Score — Fort Fortitude = STR CON + ½L + Inh + Feat + Misc + Enh

Score — Ref Reflexes = DEX INT + ½L + Inh + Feat + Misc + Enh + Shield

Score — Will Willpower = WIS CHA + ½L + Inh + Feat + Misc + Enh

Defense Notes

Total — Speed = Base + Item + Misc − Armor

Total — Initiative = DEX + ½L + Misc

Total — Action Points 1 after extended rest, +1 per milestone

Speed, Initiative, and Action Points Notes

Total — Hit Points = Class + CON score + [Lvl−1 × (Gain + CON)]

½ hp Bloodied — ½ Bld Surge Value — Total Surges

Hit Points Notes

10±Mods — Saving Throws

Proficiencies

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Feats and Features

Items and Equipment

Weapon/Implement

Weapon/Implement

Armor

Head

Neck

Arms

Hands

Ring 1

Ring 2

Waist

Feet

Load ○ Normal ○ Heavy **Total**

Money and Wealth

Character Player

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Triggers

If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then
If	Then

Conditions

- My Turn / Other Turn / Save — Blinded
- My Turn / Other Turn / Save — Dazed
- My Turn / Other Turn / Save — Deafened
- My Turn / Other Turn / Save — Dominated
- My Turn / Other Turn / Save — Dying
- My Turn / Other Turn / Save — Helpless
- My Turn / Other Turn / Save — Immobilized
- My Turn / Other Turn / Save — Marked
- My Turn / Other Turn / Save — Petrified
- My Turn / Other Turn / Save — Prone
- My Turn / Other Turn / Save — Restrained
- My Turn / Other Turn / Save — Slowed
- My Turn / Other Turn / Save — Stunned
- My Turn / Other Turn / Save — Surprised
- My Turn / Other Turn / Save — Unconscious

Other Notes

Character _____ Player _____

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Hit Point and Surge Tracks

Temp Hit Points

0 1 2 3 4 5 6 7 8 9 — 10s

Hit Points

00 10 20 30 40 50 60 70 80 90 — 100s

0 1 2 3 4 5 6 7 8 9

½ hp Bloodied — *When below 0 hp* ○ ○ ○ **Death Saves**

Healing Surges

0 1 2 3 4 5 6 7 8 9 — 10s

½ Bld Surge Value — *Once per encounter* ○ **Second Wind**

Immunities	*Resistances*	*Vulnerabilities*

Temporary Bonuses and Penalties

–5 –4 –3 –2 –1 ○ +1 +2 +3 +4 +5

–5 –4 –3 –2 –1 ○ +1 +2 +3 +4 +5

–5 –4 –3 –2 –1 ○ +1 +2 +3 +4 +5

–5 –4 –3 –2 –1 ○ +1 +2 +3 +4 +5

–5 –4 –3 –2 –1 ○ +1 +2 +3 +4 +5

–5 –4 –3 –2 –1 ○ +1 +2 +3 +4 +5

Character _____ Player _____