FLINT & STEEL
ROLEPLAYING GAME
CHARACTER SHEET

CHARACTER NAME

PLAYER

RACE　　　　　　　SEX　　　AGE　　　ORIGIN

SIZE　　　HEIGHT　　　WEIGHT　　　EYE COLOR　　　HAIR COLOR　　　SKIN COLOR

ATTRIBUTE	SCORE	MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
CON CONSTITUTION				
DEX DEXTERITY				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

	TOTAL	CURRENT
STAMINA		
HEALTH		

DEFENSE = 10 + [ ] + [ ] + [ ] + [ ] + [ ]

	POINT BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	ARMOR BONUS	SHIELD BONUS	MISC BONUS
TOTAL						

SOAK

SPEED

INITIATIVE [ ] = [ ] + [ ]

TOTAL　DEXTERITY MODIFIER　POINT BONUS

	TOTAL		POINT BONUS	ATTRIBUTE MODIFIER	MISC BONUS
FORTITUDE CONSTITUTION		=	+	+	
REFLEX DEXTERITY		=	+	+	
WILL WISDOM		=	+	+	

BASE ATTACK BONUS [ ]

GRAPPLE [ ] = [ ] + [ ] + [ ] + [ ]

BASE ATTACK BONUS　ATTRIBUTE MODIFIER　SIZE MODIFIER　MISC BONUS

SKILLS

NAME	ATTRIBUTE	TOTAL	MODIFIER	POINTS	MISC	RANK
☑ ACROBATIC*	DEX		= + +			
☑ ATHLETIC*	STR		= + +			
☑ DECEPTION	INT		= + +			
☐ DISCERN LIE	WIS		= + +			
☑ HANDLE ANIMAL	CHA/DEX		= + +			
☐ HEAL	WIS		= + +			
☐ LORE _____	INT		= + +			
☐ LORE _____	INT		= + +			
☐ LORE _____	INT		= + +			
☐ LORE _____	INT		= + +			
☐ LORE _____	INT		= + +			
☐ PERFORM _____	CHA		= + +			
☐ PERFORM _____	CHA		= + +			
☐ PERFORM _____	CHA		= + +			
☐ PROFESSION _____	CHA		= + +			
☐ PROFESSION _____	WIS		= + +			
☐ PROFESSION _____	WIS		= + +			
☑ PROWL*	DEX		= + +			
☑ SCOUT	WIS		= + +			
☑ SPEACH	CHA		= + +			
☐ SURVIVAL	WIS		= + +			
☐ THIEVERY*	DEX		= + +			
☐ _____			= + +			
☐ _____			= + +			
☐ _____			= + +			

✐ MAY ATTEMPT UNTRAINED　✗ MARK LEARNED SKILLS　* APPLY ARMOR PENALTY

WEAPON (1)

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE　　TYPE　　QUANTITY　　SPECIAL

WEAPON (2)

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE　　TYPE　　QUANTITY　　SPECIAL

WEAPON (3)

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE　　TYPE　　QUANTITY　　SPECIAL

WEAPON (4)

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE　　TYPE　　QUANTITY　　SPECIAL

WEAPON (5)

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

RANGE　　TYPE　　QUANTITY　　SPECIAL

MAGIC

SPELL NAME	ATTRIBUTE	MISC	POINTS	TOTAL	SPELL NAME	ATTRIBUTE	MISC	POINTS	TOTAL
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	
_____	+	+	=		_____	+	+	=	

☐ AIR　☐ EARTH　☐ FIRE　☑ WATER　☐ FORCE　☐ SACRIFICE GOOD　☐ SACRIFICE EVIL
☐ LIGHT　☐ SHADOW　☐ PHANTASM

COMBAT ABILITIES

NAME	RANK	DESCRIPTION
_____	( )	
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____
_____	( )	_____

ACTION POINTS AVAILABLE _____

XP

ARMOR	SOAK	DEFENSE BONUS	MAX DEX BONUS

TYPE	PENALTY	WEIGHT	SPEED	SPECIAL

PROTECTION	DEFENSE BONUS	PENALTY	SPECIAL

PROTECTION	DEFENSE BONUS	PENALTY	SPECIAL

PROTECTION	DEFENSE BONUS	PENALTY	SPECIAL

POSSESSIONS

ITEM	WGT.	ITEM	WGT.
		TOTAL WEIGHT	

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2x MAX LOAD)	PUSH DRAG (5x MAX LOAD)

WEALTH

COPPER _____

SILVER _____

GOLD _____

_____

LANGUAGES

_____

_____

_____

TALENTS

_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____

CRAFT

NAME	POINTS	RANK	NAME	POINTS	RANK
LEATHER			**HERBOLOGY**		
SMITHING			**MECHANICAL**		
CHEMISTRY			**WOODWORK**		

FORMULAS AND RITUALS

_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____
_____ | _____

JOURNAL

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____