

CHARACTER NAME _____
 CODENAME _____
 PLAYER _____

CLASS _____ LEVEL _____ AGENT LEVEL _____
 SECOND CLASS _____ LEVEL _____ DEPARTMENT _____
 THIRD CLASS _____ LEVEL _____ NATIONALITY _____

SPYCRAFT

AGENT RECORD SHEET

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 TOTAL = 10 + [] / [] + [] + [] + []

CLASS / ARMOR DEX SIZE MISC

INITIATIVE TOTAL = [] + [] + []

CLASS DEX MISC

ACTION DICE TOTAL [] DIE TYPE [] SPENT []

BASE SPEED []

INSPIRATION TOTAL [] = [] + []

WIS MOD MISC

EDUCATION TOTAL [] = [] + []

INT MOD MISC

SAVES

FORTITUDE CONSTITUTION TOTAL BONUS [] = BASE SAVE [] + ABILITY MODIFIER [] + MISC MODIFIER []

REFLEX DEXTERITY TOTAL BONUS [] = BASE SAVE [] + ABILITY MODIFIER [] + MISC MODIFIER []

WILL WISDOM TOTAL BONUS [] = BASE SAVE [] + ABILITY MODIFIER [] + MISC MODIFIER []

ATTACKS

UNARMED TOTAL BONUS [] = BASE ATTACK [] + ABILITY MODIFIER [] + MISC MODIFIER []

MELEE TOTAL BONUS [] = BASE ATTACK [] + ABILITY MODIFIER [] + MISC MODIFIER []

RANGED TOTAL BONUS [] = BASE ATTACK [] + ABILITY MODIFIER [] + MISC MODIFIER []

WEAPON

WEAPON			ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				

WEAPON

WEAPON			ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				

ARMOR

ARMOR			DEF BONUS	DAM RESISTANCE	ARMOR CHECK
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES	

ARMOR

ARMOR			DEF BONUS	DAM RESISTANCE	ARMOR CHECK
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES	

SKILLS

MAX RANKS [] / []

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MODIFIER	MISC MODIFIER	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	APPRAISE ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BALANCE ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BLUFF ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BOATING ■	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	BUREAUCRACY ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CLIMB ■	STR*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	COMPUTERS ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CONCENTRATION ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CRAFT (_____)	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CRYPTOGRAPHY	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	CULTURES	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DEMOLITIONS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DIPLOMACY ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DISGUISE ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	DRIVER ■	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	ELECTRONICS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	FIRST AID ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	FORGERY ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	HANDLE ANIMAL	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	HIDE ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	HOBBY (_____)	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	INNUENDO ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	INTIMIDATE ■	STR/CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	JUMP ■	STR*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	LANGUAGES ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	LISTEN ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	MECHANICS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	OPEN LOCK	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	PERFORM ■	CHA	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	PILOT	DEX	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	PROFESSION (_____)	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	READ LIPS	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SEARCH ■	INT	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SPORT ■ (_____)	STR/DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SPOT ■	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SURVEILLANCE	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SURVIVAL	WIS	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	SWIM ■	STR	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	TUMBLE	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	USE ROPE ■	DEX*	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____	_____
<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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