Character Name | Player

Class | Background | Level

Size | Age | Gender | Height | Weight | Eyes | Hair | Skin

THE WHEEL OF TIME Roleplaying Game

Character Record Sheets

Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
Str Strength				
Dex Dexterity				
Con Constitution				
Int Intelligence				
Wis Wisdom				
Cha Charisma				

HP Hit Points — Total | Wounds / Current HP | Subdual Damage

Defense = Total = 10 + Equipment Bonus or Class Bonus + Dex Modifier + Size Modifier + Natural Armor + Misc Modifier

Hit Die Type | Speed

Miss Chance | Armor Check Penalty

Initiative Modifier = Total = Dex Modidier + Misc Modifier

Base Attack Bonus

Saving Throws	Total	Base Save	Ability Modifier	Misc Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	=	+	+	+	+	
Reflex (Dexterity)	=	+	+	+	+	
Will (Wisdom)	=	+	+	+	+	

Conditional Modifiers

	Total	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier	Temporary Modifier
Melee Attack Bonus	=	+	+	+	+	
Ranged Attack Bonus	=	+	+	+	+	

Total = Base Attack Bonus + Dex Modifier + Size Modifier + Misc Modifier + Temporary Modifier

Weapon — ○ Masterwork ○ Masterpiece ○ Power-wrought

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Weapon — ○ Masterwork ○ Masterpiece ○ Power-wrought

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Weapon — ○ Masterwork ○ Masterpiece ○ Power-wrought

Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Armor / Protective Item — ○ Masterwork ○ Masterpiece

Type	Armor Bonus	Max Dex Bonus

Check Penalty	Speed	Weight	Special Properties

Shield / Protective Item — ○ Masterwork ○ Masterpiece

Armor Bonus	Weight	Check Penalty

Special Properties

Ammunition

Skills

Class Skills	Skill Name	Key Ability	Skill Modifier	=	Ability Modifier	+	Ranks	+	Misc Modifier
☐	Animal Empathy	Cha		=		+		+	
☐	Appraise ■	Int		=		+		+	
☐	Balance ■	Dex *		=		+		+	
☐	Bluff ■	Cha		=		+		+	
☐	Climb ■	Str *		=		+		+	
☐	Composure	Wis		=		+		+	
☐	Concentration ■	Con		=		+		+	
☐	Craft ■ ( )	Int		=		+		+	
☐	Decipher Script	Int		=		+		+	
☐	Diplomacy ■	Cha		=		+		+	
☐	Disable Device	Int		=		+		+	
☐	Disguise ■	Cha		=		+		+	
☐	Escape Artist ■	Dex *		=		+		+	
☐	Forgery ■	Int		=		+		+	
☐	Gather Information ■	Cha		=		+		+	
☐	Handle Animal ■	Cha		=		+		+	
☐	Heal ■	Wis		=		+		+	
☐	Hide ■	Dex *		=		+		+	
☐	Innuendo	Wis		=		+		+	
☐	Intimidate ■	Cha		=		+		+	
☐	Intuit Direction	Wis		=		+		+	
☐	Invert	Int		=		+		+	
☐	Jump ■	Str		=		+		+	
☐	Knowledge (Age Of Legends)	Int		=		+		+	
☐	Knowledge (Arcana)	Int		=		+		+	
☐	Knowledge (Architecture &Engineering)	Int		=		+		+	
☐	Knowledge (Blight)	Int		=		+		+	
☐	Knowledge (Geography)	Int		=		+		+	
☐	Knowledge (History)	Int		=		+		+	
☐	Knowledge (Local)	Int		=		+		+	
☐	Knowledge (Nature)	Int		=		+		+	
☐	Knowledge (Nobility & Royalty)	Int		=		+		+	
☐	Listen ■	Wis		=		+		+	
☐	Move Silently ■	Dex *		=		+		+	
☐	Open Lock	Dex		=		+		+	
☐	Perform ■ ( )	Cha		=		+		+	
	( )								
	( )								
☐	Pick Pocket	Dex *		=		+		+	
☐	Profession ( )	Wis		=		+		+	
☐	Read Lips	Int		=		+		+	
☐	Ride ■ ( )	Dex		=		+		+	
☐	Search ■	Int		=		+		+	
☐	Sense Motive ■	Wis		=		+		+	
☐	Spot ■	Wis		=		+		+	
☐	Swim ■	Str **		=		+		+	
☐	Tumble	Dex *		=		+		+	
☐	Use Rope ■	Dex		=		+		+	
☐	Weavesight ■	Int		=		+		+	
☐	Wilderness Lore ■	Wis		=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	
☐				=		+		+	

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Skills marked with ☒ are class skills. * **Armor Check Penalty**, if any, applies.

** -1 per 5 lb. of gear.

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Campaign

Experience Points

Equipment

Item	Wt.	Item	Wt.
		Total Weight Carried	

Money

Copper Pennies _____

Silver Pennies _____

Silver Marks _____

Gold Crowns _____

Reputation

Special Abilities / Feats

One Power Talents

One Power Affinities

Light Load	Medium Load	Heavy Load

Lift Over Head	Lift Off Ground	Push Or Drag
Equals Max Load	2 x Max Load	5 x Max Load

Languages

Weaves

Weave Save

DC Mod

Weave Save DC	Level	Weaves Per Day	Bonus Weaves
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

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