

FOR QUEEN & COUNTRY

CHARACTER NAME _____	FIRST CLASS/LEVEL _____	AGENT LEVEL _____	TALENTS _____
CODENAME _____	SECOND CLASS/LEVEL _____	DEPARTMENT _____	SPECIALITES _____
PLAYER _____	THIRD CLASS/LEVEL _____	NATIONALITY _____	BACKGROUND _____
AGE _____	GENDER _____	HEIGHT _____	WEIGHT _____
		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	DAMAGE REDUCTION	DIE TYPE
WOUNDS				
DEFENSE	$TOTAL = 10 + \text{CLASS/ARMOR} + \text{DEX} + \text{SIZE} + \text{MISC}$			
INITIATIVE	TOTAL	CLASS	DEX	MISC
	$TOTAL = \text{CLASS} + \text{DEX} + \text{MISC}$			

ACTION DICE	TOTAL	DIE TYPE	SPENT
BASE SPEED			
INSPIRATION	TOTAL	WIS MOD	MISC
EDUCATION	TOTAL	INT MOD	MISC

SAVES	FORTITUDE			
	TOTAL BONUS	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
ATTACKS	REFLEX			
	WILL			
GRAPPLE				
UNARMED				
MELEE				
RANGED				

WEAPON		ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	RECOIL	ACCURACY	QUALITIES & MODS	
AMMO TYPE	SPECIAL PROPERTIES		AMMO COUNT		
			0000	0000	0000
AMMO TYPE	SPECIAL PROPERTIES		AMMO COUNT		
			0000	0000	0000

WEAPON		ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	RECOIL	ACCURACY	QUALITIES & MODS	
AMMO TYPE	SPECIAL PROPERTIES		AMMO COUNT		
			0000	0000	0000
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			0000	0000	0000
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			0000	0000	0000

WEAPON		ATK BONUS	DAMAGE	ERROR	THREAT
RANGE	WEIGHT	RECOIL	ACCURACY	QUALITIES & MODS	
AMMO TYPE	SPECIAL PROPERTIES		AMMO COUNT		
			0000	0000	0000
AMMO TYPE	SPECIAL PROPERTIES		AMMO COUNT		
			0000	0000	0000

ARMOUR		DEF BONUS	DAMAGE REDUCTION	ARMOR CHECK
TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOUR		DEF BONUS	DAMAGE REDUCTION	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 (TRADECRAFT)	INT			+	+		
<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"/>					+	+		

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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