



# Master Character Record Sheet

Name: Sobar Hafizullah  
 Player: Gamble  
 Race: Human (Iran)

Alignment: CE  
 Duty: \_\_\_\_\_  
 Size: Medium

Ability Scores				
	Score	Bonus	Temp	Bonus
Str	14	2		
Dex	16	3		
Con	16	3		
Int	14	2		
Wis	16	3		
Cha	12	1		

Armor Class / Defense		
Total	Size	
32	= 10 +	— +
Hit Points		
Die	Total	Current
	135	
Initiative		
Total	Dex	Misc
3	= 3	+ _____

Vs Touch	Flat-Footed	Spell Resist.			
Class	Armor	Dex	Wis	Misc	AC Penalty
10	+ 6	+ 3	+ 3	+ _____	_____

Classes					
Class	Level	Class	Level	Class	Level
Fast	5	Gunlinger	10		

Saving Throws				
	Total	Base	Ability	Misc
Fortitude (Con)	7	= 4	+ 3	+ _____
Reflex (Dex)	11	= 8	+ 3	+ _____
Will (Wis)	9	= 6	+ 3	+ _____

Attacks				
	Base Attack	Ability	Size	Misc
Unarmed (Str)	= 10/5	+ _____	+ _____	+ _____
Melee (Str)	= 12	+ _____	+ _____	+ _____
Ranged (Dex)	= 13	+ _____	+ _____	+ _____

Proficiencies		d20 Modern Only	
Weapons <input checked="" type="checkbox"/> Simple	Speed	Reputation	4
<input type="checkbox"/> Martial/Archaic		Action Points	
Armor <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields		Wealth Bonus	32

Weapon	Total Attack Bonus	DMG	Type	Critical
Unarmed	/ / /		Bldg.	

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
DEAGLE	13/8/3	2d8	ball	Med	20

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
AK-47	15/10/5	2d8	ball	L	20

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
7.62	/ / /	4d6	con	S	

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
Tear Gas	/ / /				

Armor	AC	Penalty	Max Dex	Spell Fail	Speed
LEAD VEST	6	-3	3	—	25

Shield	Armor Class	Penalty	Spell Fail

Skills		Max Ranks				
Class	Skill Name	Key Ability	Total	Ranks	Abil.	Misc
<input type="checkbox"/>	Appraise*	Int	2	=	—	+ 2
<input type="checkbox"/>	Autohypnosis	◆ Wis	2	=	—	+ 3
<input type="checkbox"/>	Balance*	● Dex	8	=	5	+ 3
<input type="checkbox"/>	Bluff*	● Cha	6	=	5	+ 1
<input type="checkbox"/>	Climb*	● Str	12	=	10	+ 2
<input type="checkbox"/>	Computer Use*	◇ Int	2	=	—	+ 2
<input type="checkbox"/>	Concentration*	Con	3	=	—	+ 3
<input type="checkbox"/>	Craft* (mech)	Int	3	=	1	+ 2
<input type="checkbox"/>	Decipher Script	Int	2	=	—	+ 2
<input type="checkbox"/>	Demolitions	◇ Int	2	=	—	+ 2
<input type="checkbox"/>	Diplomacy*	Cha	1	=	—	+ 1
<input type="checkbox"/>	Disable Device	Int	2	=	—	+ 2
<input type="checkbox"/>	Disguise*	Cha	1	=	—	+ 1
<input type="checkbox"/>	Drive*	◇ Dex	13	=	10	+ 3
<input type="checkbox"/>	Escape Artist*	● Dex	3	=	—	+ 3
<input type="checkbox"/>	Forgery*	Int	2	=	—	+ 2
<input type="checkbox"/>	Gamble*	◇ Wis	8	=	5	+ 3
<input type="checkbox"/>	Gather Information*	Cha	1	=	—	+ 1
<input type="checkbox"/>	Handle Animal	Cha	1	=	—	+ 1
<input type="checkbox"/>	Heal (Treat Injury)*	Wis	3	=	—	+ 3
<input type="checkbox"/>	Hide*	● Dex	8	=	5	+ 3
<input type="checkbox"/>	Intimidate*	Cha	6	=	5	+ 1
<input type="checkbox"/>	Investigate	◇ Int	2	=	—	+ 2
<input type="checkbox"/>	Jump*	● Str	5	=	2	+ 3
<input type="checkbox"/>	Knowledge	Int	2	=	—	+ 2
<input type="checkbox"/>	Listen*	Wis	3	=	—	+ 3
<input type="checkbox"/>	Move Silently*	● Dex	8	=	—	+ 3
<input type="checkbox"/>	Navigate*	◇ Int	2	=	—	+ 2
<input type="checkbox"/>	Open Lock	Dex	3	=	—	+ 3
<input type="checkbox"/>	Perform*	Cha	1	=	—	+ 1
<input type="checkbox"/>	Pilot	◇ Dex	13	=	10	+ 3
<input type="checkbox"/>	Profession* (Criminal)	Wis	24	=	21	+ 3
<input type="checkbox"/>	Psicraft	◆ Int	2	=	—	+ 2
<input type="checkbox"/>	Repair	◇ Int	2	=	—	+ 2
<input type="checkbox"/>	Remote View	◆ Int	2	=	—	+ 2
<input type="checkbox"/>	Research*	◇ Int	2	=	—	+ 2
<input type="checkbox"/>	Ride*	Dex	3	=	—	+ 3
<input type="checkbox"/>	Search*	Int	12	=	10	+ 2
<input type="checkbox"/>	Sense Motive*	Wis	3	=	—	+ 3
<input type="checkbox"/>	Sleight of Hand	● Dex	9	=	6	+ 3
<input type="checkbox"/>	Spellcraft	II Int	2	=	—	+ 2
<input type="checkbox"/>	Spot*	Wis	12	=	10	+ 2
<input type="checkbox"/>	Stabilize Self	◆ Con	6	=	—	+ 6
<input type="checkbox"/>	Survival (Wilderness Lore)*	Wis	6	=	—	+ 6
<input type="checkbox"/>	Swim (-1/5 lbs)*	● Str	4	=	—	+ 4
<input type="checkbox"/>	Tumble	● Dex	4	=	6	+ 3
<input type="checkbox"/>	Use Magic Device	II Cha	1	=	—	+ 1
<input type="checkbox"/>	Use Psionic Device	◆ Cha	1	=	—	+ 1
<input type="checkbox"/>	Use Rope*	Dex	3	=	—	+ 3

◆ Psionic Skill II D&D 3.5 Skill ◇ d20 Modern Skill  
 ● Armor Penalty \* Can use unskilled ^ Can use unskilled in d20 Modern

