

Dreaming in Gears: A Fantasy Steampunk RPG

Character Sheet

Character Name _____ Level _____ Gender _____
 Age _____ Height _____ Weight _____ Player _____

Primary Stats

	Base	+/-	Assign 5	Sum=40
STR 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
PER 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
END 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
CHA 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
INT 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
AGI 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>
LCK 5	<input type="text"/>	+	<input type="text"/>	= <input type="text"/>

Secondary Stats

HP **HP per Level**
 15+(STR+(2xEND)) 3+(END/2), round down

Current HP **Heal Rate**
 See END Chart

AC + + =
 AGI Armor Misc Total

Speed + =
 AGI Misc Total

Critical Chance + = %
 LCK Misc Total

Trait: _____
Effect: _____

Equipped Items



Combat

Left Hand Accuracy

Using: _____
 Range: _____ squares
 Skill: _____
 + + = %
 Skill Misc CND Total

Right Hand Accuracy

Using: _____
 Range: _____ squares
 Skill: _____
 + + = %
 Skill Misc CND Total

Left Hand Damage

+ + + =
 Weapon 1/2 STR, Misc CND Total
 Damage round down

Right Hand Damage

+ + + =
 Weapon 1/2 STR, Misc CND Total
 Damage round down

Skills

Skill Points
 Per Level 5+(2xINT)

Personal

Tagged	Base	Misc	Total	
<input type="checkbox"/> Acrobatics (2xAGI)+STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Animal Handling 2x(CHA+AGI)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<i>Specify:</i> _____				
<input type="checkbox"/> Athletics (2xSTR)+AGI	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Concentration 4xEND	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Mechanics (3xINT)+END	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Mining 2x(STR+END)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Piloting 2x(PER+AGI)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Smithing (2xINT)+END	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Metals <input type="checkbox"/> Gems <input type="checkbox"/> Fibers				
<input type="checkbox"/> Stealth 5+(3xAGI)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Survival 2x(END+INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%

Combat

Tagged	Base	Misc	Total	
<input type="checkbox"/> Close Range Weapons 5+(2x(AGI+STR))	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Unarmed <input type="checkbox"/> Melee				
<input type="checkbox"/> Elemental Harmony (2xINT)+END	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Explosives 5+(PER+AGI)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Firearms (2xAGI)+PER	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Throwing (4xSTR)+AGI	<input type="text"/>	<input type="text"/>	<input type="text"/>	%

Social

Tagged	Base	Misc	Total	
<input type="checkbox"/> Appraisal (2xINT)+CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Cooking (2xINT)+PER	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Alchemy <input type="checkbox"/> Consumables				
<input type="checkbox"/> Forgery (3xINT)+PER	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Gambling 4xLCK	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Healing (2x(PER+AGI))+LCK/2)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Knowledge 4xINT	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Agriculture <input type="checkbox"/> Construction <input type="checkbox"/> History <input type="checkbox"/> Science				
<input type="checkbox"/> Larceny 5+(PER+AGI)	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Persuasion 5xCHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	%
<input type="checkbox"/> Read/Write Lang's 4xINT	<input type="text"/>	<input type="text"/>	<input type="text"/>	%

