

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Starting Occupation \_\_\_\_\_ Alignment/Allegiance \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_  
 Birthplace \_\_\_\_\_ Date of Birth \_\_\_\_\_  
 Nationality \_\_\_\_\_ Residence \_\_\_\_\_



ABILITIES	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>

  

LIFTING	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
	<input type="text"/>	<input type="text"/>	<input type="text"/>
	= MAX LOAD	= 2 x MAX LOAD	= 5 x MAX LOAD

HIT POINTS
MAXIMUM <input type="text"/>
CURRENT <input type="text"/>
Die Type <input type="text"/>
REPUTATION <input type="text"/>
ACTION POINTS <input type="text"/>
WEALTH BONUS <input type="text"/>

SKILLS	CROSS CLASS	TOTAL	ABILITY	RANKS	MISC	KEY
						ABILITY
Balance						Dex
Bluff						Cha
Climb						Str
Computer Use						Int
Concentration						Con
Craft (_____)						Int
Craft (_____)						Int
Craft (_____)						Int
Decipher Script ■						Int
Demolitions ■						Int
Diplomacy						Cha
Disable Device ■						Int
Disguise						Cha
Drive						Dex
Escape Artist						Dex*
Forgery						Int
Gamble						Wis
Gather Information						Cha
Handle Animal ■						Cha
Hide						Dex*
Intimidate						Cha
Investigate ■						Int
Jump						Str*
Knowledge (_____)						Int
Knowledge (_____)						Int
Knowledge (_____)						Int
Listen						Wis
Move Silently						Dex*
Navigate						Int
Perform (_____)						Cha
Perform (_____)						Cha
Perform (_____)						Cha
Pilot ■						Dex
Profession						Wis
Repair ■						Int
Research						Int
Ride						Dex
Search						Int
Sense Motive						Wis
Sleight of Hand ■						Dex
Spot						Wis
Survival						Wis
Swim						Str*
Treat Injury						Wis
Tumble ■						Dex*

DEFENSE	CLASS	EQUIPMENT	DEX	SIZE	MISC	TEMP	MAX DEX	PENALTY
<input type="text"/>								
=10+ <input type="text"/>								
ARMOR WORN <input type="text"/>								

SAVING THROWS	TOTAL	BASE	ABILITY	MODIFIERS	TEMP
FORTITUDE CONSTITUTION	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
WILL WISDOM	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>

INITIATIVE	TOTAL	DEX	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>

  

SPEED	BASE	MODIFIED
	<input type="text"/>	<input type="text"/>

ATTACK ROLLS	TOTAL	2ND	3RD	A	B	C	ABILITY	SIZE	MISC	TEMP
MELEE ATTACK STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED ATTACK DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
GRAPPLE STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPONS						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	AMMO <input type="text"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	AMMO <input type="text"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	AMMO <input type="text"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	AMMO <input type="text"/>					
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	AMMO <input type="text"/>					

■ CANNOT BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES

