

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



ABILITY	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"/>

HIT POINTS	
MAXIMUM	CURRENT
<input type="text"/>	<input type="text"/>
Die Type <input type="text"/>	

SKILLS	CROSS CLASS	TOTAL	RANKS	MODIFIERS		KEY ABILITY
				MISC	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*

REPUTATION ACTION POINTS WEALTH BONUS

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

	SAVING THROWS				
	TOTAL	BASE	ABILITY	MODIFIERS MISC	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										
	MULTIPLE ATTACKS				CLASS BASE			MODIFIERS			
	TOTAL	2ND	3RD	4TH	A	B	C	ABILITY	SIZE	MISC	TEMP
MELEE STRENGTH	<input type="text"/>	<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 DEXTERITY	<input type="text"/>	<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"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
	MULTIPLE ATTACK ADJ				<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 _____							
Notes _____							
Notes _____							
Notes _____							
Notes _____							

■ CANNOT BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES

EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

OTHER POSSESSIONS

MOVEMENT & CARRYING CAPACITY

LIFTING

LIFT OVER HEAD = MAX LOAD	LIFT OFF GROUND = 2 x MAX LOAD	PUSH OR DRAG = 5 x MAX LOAD
WALK = BASE SPEED	HUSTLE = 2 x BASE SPEED	RUN = 4 x BASE SPEED

MOVEMENT

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light		Normal	Normal	Normal	Normal
Medium		+3	-3	x ³ / ₄	x4
Heavy		+1	-6	x ¹ / ₂	x3

EXPERIENCE

Total Experience
XP's Needed For Next Level

FEATS & SPECIAL ABILITIES

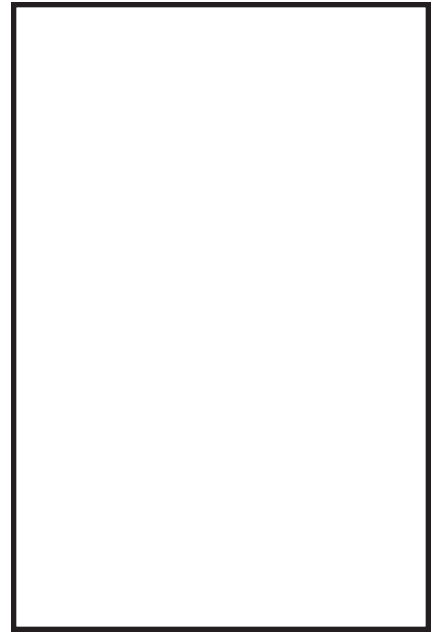
LANGUAGES

CHARACTER DESCRIPTION

Character Name _____

Character Sketch

Description _____



Personality _____

Quote(s) _____

Contacts/Friends _____

Enemies _____

BACKGROUND & NOTES

A large section with horizontal lines for writing background and notes.