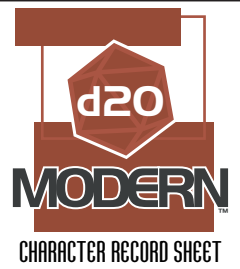


Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Race \_\_\_\_\_ Level \_\_\_\_\_  
 Starting Occupation \_\_\_\_\_ Alignment/Allegiance \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_  
 Birthplace \_\_\_\_\_ Date of Birth \_\_\_\_\_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



ABILITY	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

HIT POINTS	
MAXIMUM	CURRENT

Die Type

SKILLS	CROSS CLASS	TOTAL	MODIFIERS	
			RANKS	MISC

REPUTATION  ACTION POINTS  WEALTH BONUS

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

ARMOR WORN

SAVING THROWS	TOTAL	CLASS BASE				MODIFIERS	
		A	B	C	D	ABILITY	MISC
FORTITUDE CONSTITUTION						CON	
REFLEX DEXTERITY						DEX	
WILL WISDOM						WIS	

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

SPEED

ATTACK ROLLS	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS	
		2ND	3RD	4TH	5TH	A	B	C	D	ABILITY	SIZE
MELEE STRENGTH		-5	-10	-15	-20					STR	
RANGED DEXTERITY		-5	-10	-15	-20					DEX	
GRAPPLE STRENGTH		-5	-10	-15	-20					STR	

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

Balance					
Bluff					
Climb					
Computer Use					
Concentration					
Craft (_____)					
Craft (_____)					
Craft (_____)					
Decipher Script ■					
Demolitions ■					
Diplomacy					
Disable Device ■					
Disguise					
Drive					
Escape Artist					
Forgery					
Gamble					
Gather Information					
Handle Animal ■					
Hide					
Intimidate					
Investigate ■					
Jump					
Knowledge (_____)					
Knowledge (_____)					
Knowledge (_____)					
Listen					
Move Silently					
Navigate					
Perform (_____)					
Perform (_____)					
Perform (_____)					
Pilot ■					
Profession					
Repair ■					
Research					
Ride					
Search					
Sense Motive					
Sleight of Hand ■					
Spot					
Survival					
Swim					
Treat Injury					
Tumble ■					

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





CHARACTER DESCRIPTION

Character Name \_\_\_\_\_

Character Sketch

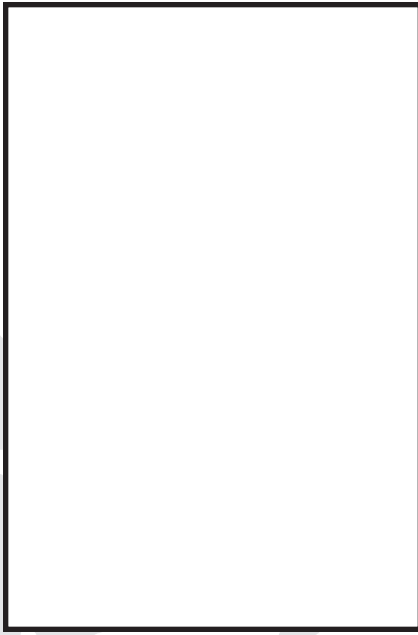
Description \_\_\_\_\_

Personality \_\_\_\_\_

Quote(s) \_\_\_\_\_

Contacts/Friends \_\_\_\_\_

Enemies \_\_\_\_\_



BACKGROUND & NOTES

Lined area for background and notes.

