



CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVEL _____ STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ AGE _____ SKIN _____

ABILITIES	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP Hit Points TOTAL Current HP

DEFENSE = 10 + + + + + +

TOTAL Class Bonus Equipment Bonus Dex Modifier Size Modifier Misc Bonus Armor Penalty

INITIATIVE = +

TOTAL Dex Modifier Misc-Modifier

BASE ATTACK

SPEED

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc Modifier
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACK	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier
MELEE	<input type="text"/>				
RANGED	<input type="text"/>				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	WEIGHT	TYPE	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			
<input type="text"/>			

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ARMOR PENALTY	WEIGHT	SPEED	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MAX DEX	SPECIAL PROPERTIES		
<input type="text"/>	<input type="text"/>		

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ARMOR PENALTY	WEIGHT	SPEED	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MAX DEX	SPECIAL PROPERTIES		
<input type="text"/>	<input type="text"/>		

Cross Class	SKILLS				Max Ranks	/
	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
	Balance	Dex	=	+	+	
	Bluff	Cha	=	+	+	
	Climb	Str	=	+	+	
	Computer Use	Int	=	+	+	
	Concentration	Con	=	+	+	
	Craft:	Int	=	+	+	
	Craft: Int	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	=	+	+	
	Meditation ■	Wis	=	+	+	
	Move Silently	Dex	=	+	+	
	Navigate	Int	=	+	+	
	Perform:	Cha	=	+	+	
	Perform:	Cha	=	+	+	
	Pilot ■	Dex	=	+	+	
	Pressure Points ■	Wis	=	+	+	
	Profession	Wis	=	+	+	
	Read/Write Lang:	-	=	+	+	
	Read/Write Lang:	-	=	+	+	
	Read/Write Lang:	-	=	+	+	
	Repair ■	Int	=	+	+	
	Research	Int	=	+	+	
	Ride	Dex	=	+	+	
	Search	Wis	=	+	+	
	Sense Motive	Wis	=	+	+	
	Sleight of Hand	Dex	=	+	+	
	Speak Lang:	-	=	+	+	
	Speak Lang:	-	=	+	+	
	Speak Lang:	-	=	+	+	
	Spot	Wis	=	+	+	
	Survival	Wis	=	+	+	
	Swim	Str	=	+	+	
	Treat Injury	Wis	=	+	+	
	Tumble ■	Dex	=	+	+	
	Zen Mastery ■	Wis	=	+	+	
			=	+	+	
			=	+	+	

