



CHARACTER NAME		PLAYER					
CLASS		LEVEL	BLOODLINE				
SIZE	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										
AC Armor Class		= 10+		+		+		+		+		
	TOTAL		Armor Bonus	Shield Bonus	Dex Modifier	Size Modifier	Misc Bonus	Armor Penalty				
TOUCH Armor Class		FLAT FOOT Armor Class										
INITIATIVE Modifier		=		+								
	TOTAL		Dex Modifier	Misc Modifier								

HONOR
REPUTATION

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc Modifier	Temp Modifier	Saving Throw Conditional Modifiers:
FORTITUDE (CONSTITUTION)		=		+		
REFLEX (DEXTERITY)		=		+		
WILL (WISDOM)		=		+		

ATTACK	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier				
MELEE		=		+					
RANGED		=		+					
	TOTAL	Base Attack Bonus	Dex Modifier	Size Modifier	Misc Modifier				

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ARMOR / PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	
CHECK PENALTY	WEIGHT	SPEED	SPELL FAILURE	SPECIAL PROPERTIES

SHIELD / PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	
CHECK PENALTY	WEIGHT	SPEED	SPELL FAILURE	SPECIAL PROPERTIES

Cross Class	SKILLS					Max Ranks	/
	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier	
	Appraise	Int	=	+	+		
	Balance	Dex*	=	+	+		
	Bluff	Cha	=	+	+		
	Climb	Str*	=	+	+		
	Concentration	Con	=	+	+		
	Craft:	Int	=	+	+		
	Craft:	Int	=	+	+		
	Craft:	Int	=	+	+		
	Decipher Script ■	Int	=	+	+		
	Diplomacy	Cha	=	+	+		
	Disable Device ■	Int	=	+	+		
	Disguise	Cha	=	+	+		
	Escape Artist	Dex*	=	+	+		
	Forgery	Int	=	+	+		
	Gather Information	Cha	=	+	+		
	Handle Animal ■	Cha	=	+	+		
	Heal	Wis	=	+	+		
	Hide	Dex*	=	+	+		
	Intimidate	Cha	=	+	+		
	Jump	Str*	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Knowledge:	Int	=	+	+		
	Listen	Wis	=	+	+		
	Move Silently	Dex*	=	+	+		
	Open Lock ■	Dex	=	+	+		
	Perform:	Cha	=	+	+		
	Perform:	Cha	=	+	+		
	Perform:	Cha	=	+	+		
	Pressure Points ■	Wis	=	+	+		
	Profession	Wis	=	+	+		
	Profession	Wis	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Read/Write Lang:	-	=	+	+		
	Ride	Dex	=	+	+		
	Search	Int	=	+	+		
	Sense Motive	Wis	=	+	+		
	Sleight of Hand ■	Dex*	=	+	+		
	Spellcraft ■	Int	=	+	+		
	Speak Lang:	-	=	+	+		
	Speak Lang:	-	=	+	+		
	Speak Lang:	-	=	+	+		
	Spot	Wis	=	+	+		
	Survival	Wis	=	+	+		
	Swim	Str*	=	+	+		
	Tumble ■	Dex*	=	+	+		
	Use Magic Device ■	Cha	=	+	+		
	Use Rope	Dex	=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		
			=	+	+		

Skills marked with ■ can't be use untrained. *ARMOR PENALTY, if any applies.

CAMPAIGN

EXPERIENCE POINTS

GEAR

[illegible]

$$\square + \square + \square + \square + \square + \square$$

WEALTH

TYPE	PIECE	LOCATION
Bitasen		
Shichusen		
Toraisen		
Koku		

LANGUAGES

ALLEGIANCES

ALLEGIANCE	HONOR NOTES

FEATS / SPECIAL ABILITIES	

[illegible]

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