BLOOD AND FISTS

CHARACTER NAME | PLAYER

CLASS | CHARACTER LEVEL | STARTING OCCUPATION

AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

ABILITIES

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

	TOTAL								Current HP
HP Hit Points									
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)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

REPUTATION	
ACTION POINTS	
WEALTH BONUS	

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

WEAPON

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR

TYPE	EQUIPMENT BONUS	PROFICIENT?

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

ARMOR

TYPE	EQUIPMENT BONUS	PROFICIENT?

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

SKILLS

Max Ranks /

Cross Class	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	=	+	+	
	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	=	+	+	
	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	=	+	+	
	Surivial	Wis	=	+	+	
	Swim	Str	=	+	+	
	Treat Injury	Wis	=	+	+	
	Tumble ■	Dex	=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	

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

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.

ALLEGIANCES

BACKGROUND

TALENTS, GENERAL FEATS, AND MARTIAL ARTS STYLES

ABILITY	EFFECT

MARTIAL ARTS MASTERIES

ABILITY	EFFECT

MARTIAL ARTS MANEUVERS

MANEUVER	ATTACK	DAMAGE