

Character Name
 Player Name
 Class
 Level
 Race
 AGE: HEIGHT: HAIR:
 GENDER: WEIGHT: EYES:

ALIGNMENT
 LG NG CG
 LN N CN
 LE NE CE



Ability	Score	Mod	Temp Score	Temp Mod	Hit Points
STR					WOUNDS/ CURRENT HP
DEX					SUBDUAL DAMAGE
CON					TEMP HP DAMAGE REDUCTION
INT					Saves Base Ability Magic Misc. Temp. Save Mod Mod Mod Mod
WIS					FORT (CON) = + + + +
CHA					REF (DEX) = + + + + WILL (WIS) = + + + +

Speed	UNARMORED SPEED:	Size
Initiative	Total Dex Mod Misc Mod	Weight Carried
		L/M/H Load

Melee	Total	Base Attack	Strength Mod	Size Mod	Misc. Mod	Temp. Mod
ATTACK BONUS	/ / =	/ / +	+ +	+ +	+ +	+ +

Ranged	Total	Base Attack	Dexterity Mod	Size Mod	Misc. Mod	Temp. Mod
ATTACK BONUS	/ / =	/ / +	+ +	+ +	+ +	+ +

Armor Class	Armor Bonus	Shield Bonus	Dexterity Mod	Size Mod	Natural Armor	Misc. Mod
AC	= 10 +	+ +	+ +	+ +	+ +	+ +

WEAPON: Total Attack Bonus: / /
 Damage: Critical: Range: Weight: Type: Size:
 Special properties: Ammo:

WEAPON: Total Attack Bonus: / /
 Damage: Critical: Range: Weight: Type: Size:
 Special properties: Ammo:

WEAPON: Total Attack Bonus: / /
 Damage: Critical: Range: Weight: Type: Size:
 Special properties: Ammo:

ARMOR/protective item: Armor Bonus:
 Type: Max dex bonus: Arcane Spell Failure: Speed: Weight:
 Check penalty: Special properties:

ARMOR/protective item: Armor Bonus:
 Type: Max dex bonus: Arcane Spell Failure: Speed: Weight:
 Check penalty: Special properties:

ARMOR/protective item: Armor Bonus:
 Type: Max dex bonus: Arcane Spell Failure: Speed: Weight:
 Check penalty: Special properties:

NOTES:

Cross-Class	Skills	Key Ability	Skill Mod	Ability Mod	Ranks	Misc. Mod	Max Ranks
<input type="checkbox"/>	Alchemy	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Animal Empathy	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Appraise*	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Balance*	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Bluff*	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Climb*	Str	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Concentration*	Con	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Craft* ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Craft* ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Craft* ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Craft* ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Decipher Script	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Diplomacy*	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Disable Device	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Disguise*	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Escape Artist*	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Forgery*	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Gather Info*	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Handle Animal	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Heal*	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Hide*	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Innuendo	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Intimidate*	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Intuit Direction	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Jump*	Str	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Knowledge ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Knowledge ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Knowledge ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Knowledge ()	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Listen*	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Move Silently*	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Open Lock	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Perform* ()	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Pick Pocket	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Profession ()	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Read Lips	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Ride*	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Scry*	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Search*	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Sense Motive*	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Spellcraft	Int	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Spot*	Wis	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Swim*	Str	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Tumble	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Use Magic Device	Cha	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Use Rope*	Dex	=	+ +	+ +	+ +	+ +
<input type="checkbox"/>	Wilderness Lore*	Wis	=	+ +	+ +	+ +	+ +

Character Name

AGE: BIRTH DATE: HEIGHT:
HAIR: SKIN: SEX:
SIZE: WEIGHT: EYES:
HANDEDNESS: NATIONALITY:



Appearance

About This Character

Accomplishments

Background



Quote

Allies

Enemies

Awards & Honors

Companions (Familiars)

<i>Name</i>	Class:	Level:	Hit Points:
STR: DEX: CON: INT: WIS: CHA	Race:	Gender:	Initiative:
SAVING THROWS: Fort: Ref: Will:	AC:	Speed:	Attacks: / /
Feats, Skills, & Special Abilities:			

<i>Name</i>	Class:	Level:	Hit Points:
STR: DEX: CON: INT: WIS: CHA	Race:	Gender:	Initiative:
SAVING THROWS: Fort: Ref: Will:	AC:	Speed:	Attacks: / /
Feats, Skills, & Special Abilities:			

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STR: DEX: CON: INT: WIS: CHA	Race:	Gender:	Initiative:
SAVING THROWS: Fort: Ref: Will:	AC:	Speed:	Attacks: / /
Feats, Skills, & Special Abilities:			

<i>Name</i>	Class:	Level:	Hit Points:
STR: DEX: CON: INT: WIS: CHA	Race:	Gender:	Initiative:
SAVING THROWS: Fort: Ref: Will:	AC:	Speed:	Attacks: / /
Feats, Skills, & Special Abilities:			

Weapons (Armor)

<i>Weapon</i>	TOTAL ATTACK BONUS	/ /
Damage:	Critical:	Range:
Type:	Size:	Ammo:
Special properties:		

<i>Weapon</i>	TOTAL ATTACK BONUS	/ /
Damage:	Critical:	Range:
Type:	Size:	Ammo:
Special properties:		

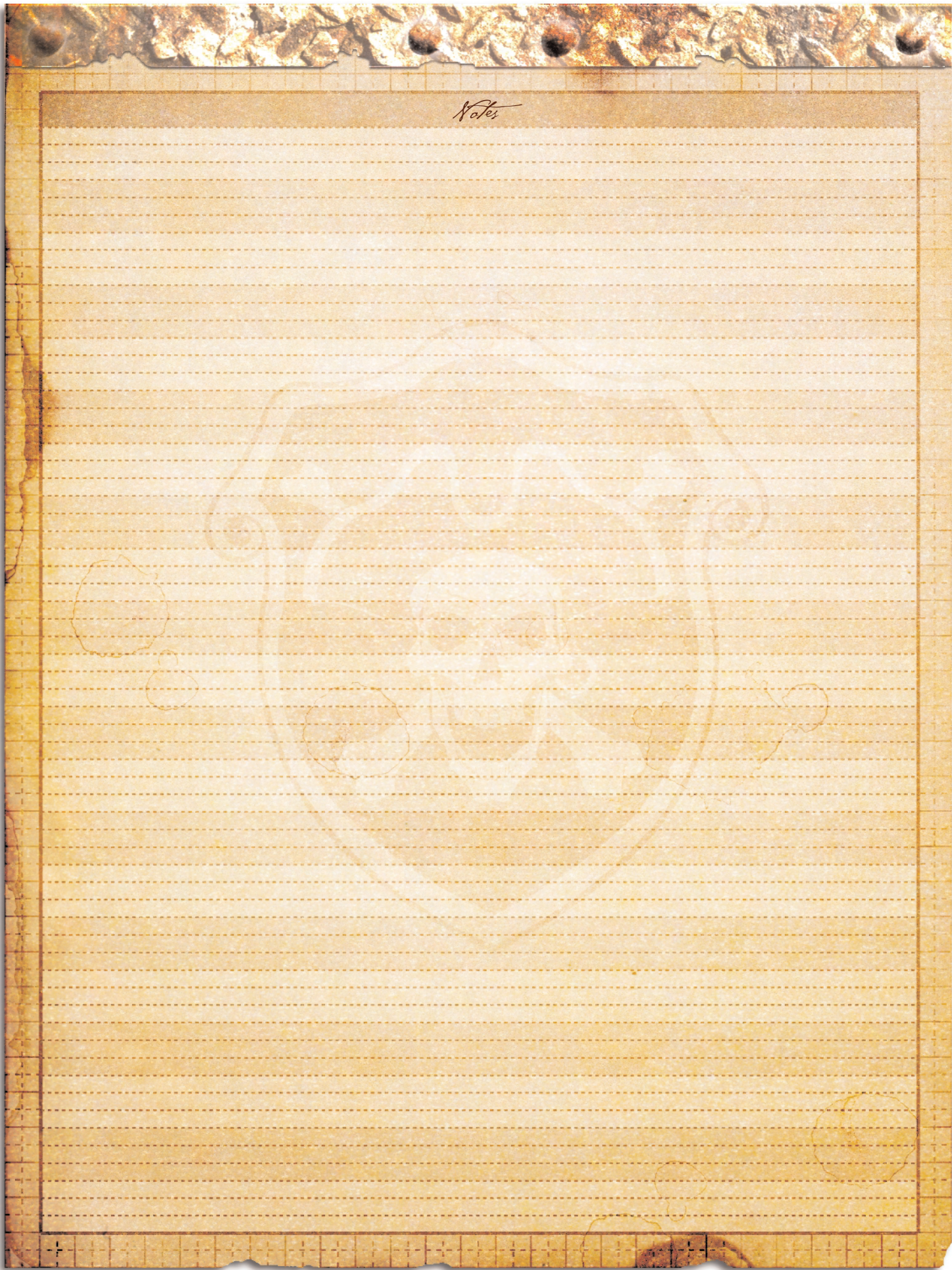
<i>Weapon</i>	TOTAL ATTACK BONUS	/ /
Damage:	Critical:	Range:
Type:	Size:	Ammo:
Special properties:		

<i>Armor (Protective Item)</i>	ARMOR BONUS	
Type:	Max Dex Bonus:	Arcane Spell Failure:
Speed:	Weight:	Check Penalty:
Special properties:		

<i>Armor (Protective Item)</i>	ARMOR BONUS	
Type:	Max Dex Bonus:	Arcane Spell Failure:
Speed:	Weight:	Check Penalty:
Special properties:		

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Type:	Max Dex Bonus:	Arcane Spell Failure:
Speed:	Weight:	Check Penalty:
Special properties:		





Notes

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