

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



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

HIT POINTS
MAXIMUM
CURRENT
<input type="text"/>
<input type="text"/>
Die Type <input type="text"/>

SKILLS	CROSS CLASS	TOTAL	RANKS	MODIFIERS MISC	ABILITY	KEY ABILITY
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REPUTATION ACTION POINTS WEALTH BONUS

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

SAVING THROWS	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP
FORTITUDE CONSTITUTION	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>
WILL WISDOM	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>

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

ATTACK ROLLS	TOTAL	2ND	3RD	4TH	A	B	C	ABILITY	SIZE	MISC	TEMP
MELEE STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
GRAPPLE STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

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
Perform (_____)					Cha
Pilot ■					Dex
Profession					Wis
Repair ■					Int
Research					Int
Ride					Dex
Search					Int
Sense Motive					Wis
Sleight of Hand ■					Dex
Spot					Wis
Survival					Wis
Swim					Str*
Treat Injury					Wis
Tumble ■					Dex*

■ CANNOT BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES

EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

OTHER POSSESSIONS

Item	Location	Wt

MOVEMENT & CARRYING CAPACITY

LIFTING

LIFT OVER HEAD

= MAX LOAD

LIFT OFF GROUND

= 2 x MAX LOAD

PUSH OR DRAG

= 5 x MAX LOAD

MOVEMENT

WALK

= BASE SPEED

HUSTLE

= 2 x BASE SPEED

RUN

= 4 x BASE SPEED

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light		Normal	Normal	Normal	Normal
Medium		+3	-3	x3/4	x4
Heavy		+1	-6	x1/2	x3

EXPERIENCE

Total Experience

XP's Needed For Next Level

FEATS & SPECIAL ABILITIES

LANGUAGES

CHARACTER DESCRIPTION

Character Name _____

Character Sketch

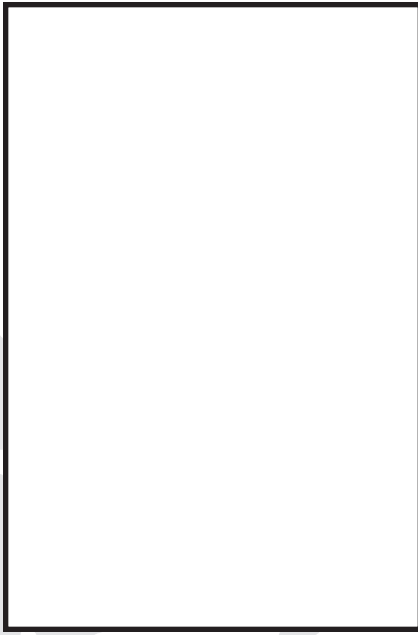
Description _____

Personality _____

Quote(s) _____

Contacts/Friends _____

Enemies _____



BACKGROUND & NOTES

Lined area for background and notes.

