

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

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

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

DEFENSE	CLASS	EQUIPMENT	DEX	SIZE	MISC	MISC	MAX DEX	PENALTY
<input type="text"/> = 10 +			Dex					
ARMOR WORN <input type="text"/>								

SAVING THROWS	TOTAL	CLASS BASE				MODIFIERS		
		A	B	C	D	ABILITY	MISC	MISC
FORTITUDE CONSTITUTION						Con		
REFLEX DEXTERITY						Dex		
WILL WISDOM						Wis		

INITIATIVE	TOTAL	DEX	MISC
	<input type="text"/>	Dex	<input type="text"/>

SPEED	BASE	MODIFIED
	<input type="text"/>	<input type="text"/>

ATTACK ROLLS	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS			
		2ND	3RD	4TH	5TH	A	B	C	D	ABILITY	SIZE	MISC	MISC
MELEE STRENGTH		-5	-10	-15	-20					Str			
RANGED DEXTERITY		-5	-10	-15	-20					Dex			
GRAPPLE STRENGTH		-5	-10	-15	-20					Str			

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					
Bluff					
Climb					
Computer Use					
Concentration					
Craft (_____)					
Craft (_____)					
Craft (_____)					
Decipher Script ■					
Demolitions ■					
Diplomacy					
Disable Device ■					
Disguise					
Drive					
Escape Artist					
Forgery					
Gamble					
Gather Information					
Handle Animal ■					
Hide					
Intimidate					
Investigate ■					
Jump					
Knowledge (_____)					
Knowledge (_____)					
Knowledge (_____)					
Listen					
Move Silently					
Navigate					
Perform (_____)					
Perform (_____)					
Perform (_____)					
Pilot ■					
Profession					
Repair ■					
Research					
Ride					
Search					
Sense Motive					
Sleight of Hand ■					
Spot					
Survival					
Swim					
Treat Injury					
Tumble ■					

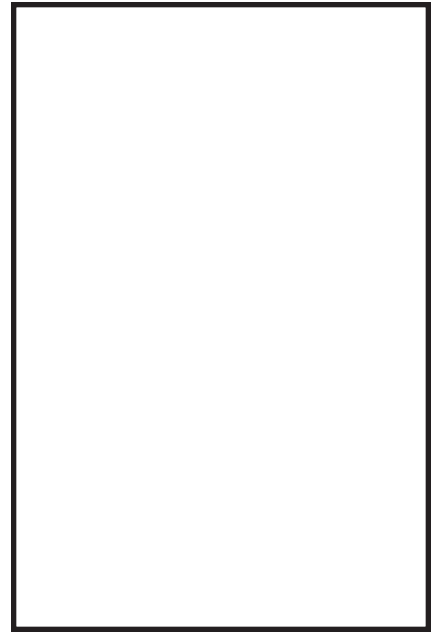
■ CANNOT BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES

CHARACTER DESCRIPTION

Character Name _____

Character Sketch

Description _____



Personality _____

Quote(s) _____

Contacts/Friends _____

Enemies _____

BACKGROUND & NOTES

Lined area for background and notes.