

NAME: _____
 RACE: _____
 BACKGROUND: _____
 CLASS (SUBCLASS) LEVEL: _____

NATIONALITY(FAME): _____
 CHURCH/DEITY (FAME): _____
 SECRET SOCIETY (FAME): _____
 OTHER FACTIONS/ALLEGIANCES (FAME/INFAMY): _____

ABILITY SCORES

	SCORE	BONUS	SAVING THROWS
STRENGTH:	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/>
DEXTERITY:	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/>
CONSTITUTION:	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/>
INTELLIGENCE:	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/>
WISDOM:	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/>
CHARISMA:	<input type="text"/>	<input type="text"/>	<input type="text"/> <input type="checkbox"/>
BLOODRANK	<input type="text"/>		

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

INITIATIVE

PASSIVE PERCEPTION



VISION

PROFICIENCY BONUS

DEFENSES & HEALTH

ARMOR CLASS	HIT POINTS	CURRENT HP
		<input type="text"/> TEMP HP
		HIT DICE <input type="text"/> DEATH SAVED MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED

SPEED

Walking:	<input type="text"/>
	<input type="text"/>

SKILLS

SKILL (PRIMARY ABILITY)	TOTAL BONUS
<input type="checkbox"/> Acrobatics (Dex)	
<input type="checkbox"/> Animal Handling (Wis)	
<input type="checkbox"/> Arcana (Int)	
<input type="checkbox"/> Athletics (Str)	
<input type="checkbox"/> Deception (Cha)	
<input type="checkbox"/> History (Int)	
<input type="checkbox"/> Insight (Wis)	
<input type="checkbox"/> Intimidation (Cha)	
<input type="checkbox"/> Investigation (Int)	
<input type="checkbox"/> Linguistics (Int)	
<input type="checkbox"/> Medicine (Wis)	
<input type="checkbox"/> Nature (Int)	
<input type="checkbox"/> Perception (Wis)	
<input type="checkbox"/> Performance (Cha)	
<input type="checkbox"/> Persuasion (Cha)	
<input type="checkbox"/> Psionics (Int)	
<input type="checkbox"/> Religion (Int)	
<input type="checkbox"/> Sleight of Hand (Dex)	
<input type="checkbox"/> Stealth (Dex)	
<input type="checkbox"/> Survival (Wis)	
<input checked="" type="checkbox"/> Trained skill	

LANGUAGES

LITERATE?

TOOLS

TOOL	TOTAL BONUS

ATTACKS

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL QUALITIES			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL QUALITIES			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL QUALITIES			
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SPECIAL QUALITIES			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL QUALITIES			

NOTES

CHARACTER DESCRIPTION

Age:		Hair:		Physical Description
Sex:		Eyes:		
Height:		Weight:		History
Complexion:				

CLASS FEATURES

OTHER FEATURES

GENERAL NOTES (FEATS, SPECIAL ABILITIES)

RACIAL FEATURES

EQUIPMENT

TREASURE

COPPER

SILVER

GOLD

PLATINUM

MAGIC ITEMS

CURRENT EXP

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