



Character Name										ALIGNMENT									
Player Name										LG	NG	CG							
Class										LN	N	CN							
Level										LE	NE	CE	XP PENALTY:						
Race										Cross-Class		Skills		Key Ability	Skill Mod	Ability Mod	Ranks	Misc. Mod	Max Ranks
AGE: HEIGHT: HAIR: GENDER: WEIGHT: EYES:										<input type="checkbox"/>	Alchemy	Int							
Hit Points										<input type="checkbox"/>	Animal Empathy	Cha							
STR										<input type="checkbox"/>	Appraise*	Int							
DEX										<input type="checkbox"/>	Balance*	Dex*							
CON										<input type="checkbox"/>	Bluff*	Cha							
INT										<input type="checkbox"/>	Climb*	Str*							
WIS										<input type="checkbox"/>	Concentration*	Con							
CHA										<input type="checkbox"/>	Craft* ()	Int							
Saves										<input type="checkbox"/>	Craft* ()	Int							
FORT (CON)										<input type="checkbox"/>	Craft* ()	Int							
REF (DEX)										<input type="checkbox"/>	Decipher Script	Int							
WILL (WIS)										<input type="checkbox"/>	Diplomacy*	Cha							
Speed										<input type="checkbox"/>	Disable Device	Int							
UNARMORED SPEED:										<input type="checkbox"/>	Disguise*	Cha							
Size										<input type="checkbox"/>	Escape Artist*	Dex*							
Initiative										<input type="checkbox"/>	Forgery*	Int							
Weight Carried										<input type="checkbox"/>	Gather Info*	Cha							
Melee										<input type="checkbox"/>	Handle Animal	Cha							
ATTACK BONUS										<input type="checkbox"/>	Heal*	Wis							
Ranged										<input type="checkbox"/>	Hide*	Dex*							
ATTACK BONUS										<input type="checkbox"/>	Innuendo	Wis							
Armor Class										<input type="checkbox"/>	Intimidate*	Cha							
AC										<input type="checkbox"/>	Intuit Direction	Wis							
Flat Footed AC										<input type="checkbox"/>	Jump*	Str*							
Touch Attack AC										<input type="checkbox"/>	Knowledge ()	Int							
Total Armor Check Penalty										<input type="checkbox"/>	Knowledge ()	Int							
Total Arcane Spell Failure										<input type="checkbox"/>	Knowledge ()	Int							
Miss chance:										<input type="checkbox"/>	Listen*	Wis							
Spell resistance:										<input type="checkbox"/>	Move Silently*	Dex*							
WEAPON:										<input type="checkbox"/>	Open Lock	Dex							
Damage: Critical: Range: Weight: Type: Size:										<input type="checkbox"/>	Perform* ()	Cha							
Special properties:										<input type="checkbox"/>	Pick Pocket	Dex*							
WEAPON:										<input type="checkbox"/>	Profession ()	Wis							
Damage: Critical: Range: Weight: Type: Size:										<input type="checkbox"/>	Read Lips	Int							
Special properties:										<input type="checkbox"/>	Ride*	Dex							
WEAPON:										<input type="checkbox"/>	Scry*	Int							
Damage: Critical: Range: Weight: Type: Size:										<input type="checkbox"/>	Search*	Int							
Special properties:										<input type="checkbox"/>	Sense Motive*	Wis							
ARMOR/protective item:										<input type="checkbox"/>	Spellcraft	Int							
Type: Max dex bonus: Arcane Spell Failure: Speed: Weight:										<input type="checkbox"/>	Spot*	Wis							
Check penalty: Special properties:										<input type="checkbox"/>	Swim*	Str†							
ARMOR/protective item:										<input type="checkbox"/>	Tumble	Dex*							
Type: Max dex bonus: Arcane Spell Failure: Speed: Weight:										<input type="checkbox"/>	Use Magic Device	Cha							
Check penalty: Special properties:										<input type="checkbox"/>	Use Rope*	Dex							
NOTES:										<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:
	Race:	Gender:	
STR: DEX: CON: INT: WIS: CHA		Speed:	Initiative:
SAVING THROWS: Fort: Ref: Will:	AC:	Attacks: / /	
Feats, Skills, & Special Abilities:			

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

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

<i>Name</i>	Class:	Level:	Hit Points:
	Race:	Gender:	
STR: DEX: CON: INT: WIS: CHA		Speed:	Initiative:
SAVING THROWS: Fort: Ref: Will:	AC:	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:		

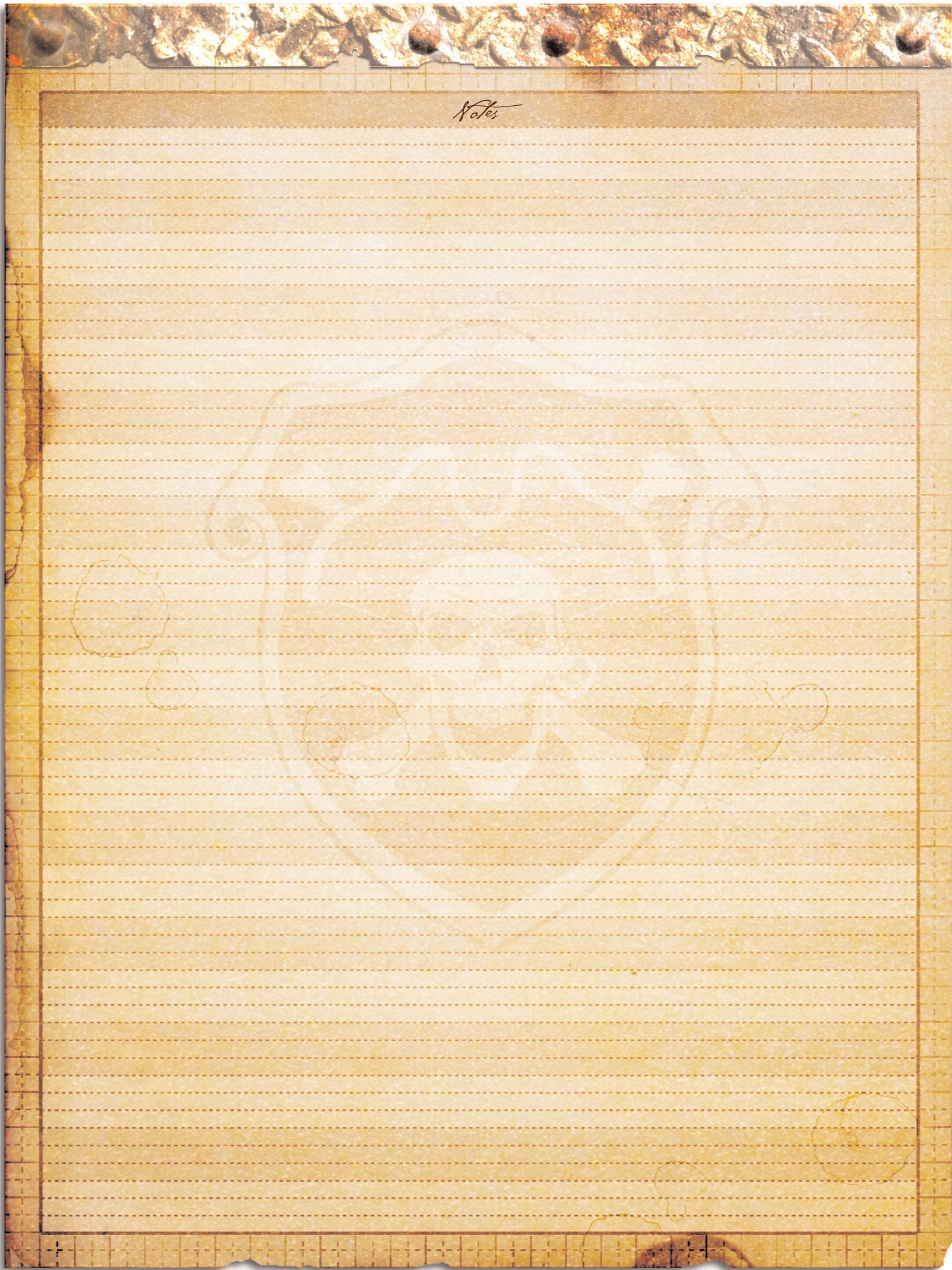
<i>Weapon</i>	TOTAL ATTACK BONUS	/ /
Damage:	Critical:	Range:
Type:	Size:	Ammo:
Special properties:		

<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:		

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





Notes

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