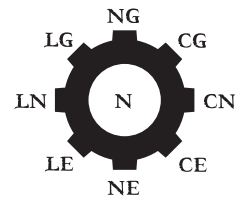




Character Name

Player Name

Alignment



Class & Level

Race

Deity

Size

Age

Gender

Height

Weight

Eyes

Hair

Skin

Ability score and saving throw calculation tables for STR, DEX, CON, INT, WIS, CHA, Fortitude, Reflex, Will, Initiative, Base Attack Bonus, and Spell Resistance.

HP (Hit Points) and WOUNDS/CURRENT HP table.

AC (Armor Class) calculation table: AC = 10 + Armor Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier.



Touch Armor Class and Flat-Footed Armor Class fields.

Attack table with columns: Attack, Attack Bonus, Range, Damage, Critical, Type.

AMMUNITION row with checkboxes for each attack.

Attack table with columns: Attack, Attack Bonus, Range, Damage, Critical, Type.

AMMUNITION row with checkboxes for each attack.

Attack table with columns: Attack, Attack Bonus, Range, Damage, Critical, Type.

AMMUNITION row with checkboxes for each attack.

Attack table with columns: Attack, Attack Bonus, Range, Damage, Critical, Type.

AMMUNITION row with checkboxes for each attack.

Armor/Protective Item table with columns: Type, AC Bonus, Max Dex, Penalty, Spell Failure, Speed, Weight, Properties.

Shield/Protective Item table with columns: Type, AC Bonus, Max Dex, Penalty, Spell Failure, Speed, Weight, Properties.

Skills (CLASS/CROSS CLASS) MAX RANKS /

Skills list table with columns: Skill Name, Key Ability, Ability Modifier, Misc. Modifier, Ranks, Skill Modifier. Includes skills like Appraise, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Open Lock, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Rope.

Using Firearms requires the following feat and skill:
• Exotic Weapons Proficiency
• Craft: Small Arms or Craft: Cannoneer

■ Denotes a skill that can be used untrained.
□ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)



