


<i>Character Name</i>					alignment	lg ln le	ng n ne	cg cn ce																						
<i>Player Name</i>																														
<i>Class</i>																														
<i>Level</i>					<i>XP</i>					<i>penalty:</i>																				
<i>Race</i>					<i>Size</i>					<i>age:</i>					<i>height:</i>					<i>hair:</i>										
<i>Desty</i>					<i>gender:</i>					<i>weight:</i>					<i>eyes:</i>															
<i>Abilities</i>		<i>Score</i>	<i>Mod</i>	<i>Temp Score</i>	<i>Temp Mod</i>	<i>Hit Points</i>					<i>Cross-Class Skills</i>					<i>Key Ability</i>	<i>Skill Mod</i>	<i>Ability Mod</i>	<i>Ranks</i>	<i>Misc. Mod</i>	<i>Max Ranks</i>									
<i>str</i>						<i>wounds/ current hp</i>					<input type="checkbox"/> Appraise*					Int	=	+	+											
<i>dex</i>						<i>nonlethal damage</i>					<input type="checkbox"/> Balance*					Dex•	=	+	+											
<i>con</i>						<i>temp hp</i>					<input type="checkbox"/> Bluff*					Cha	=	+	+											
<i>int</i>						<i>damage reduction</i>					<input type="checkbox"/> Climb*					Str•	=	+	+											
<i>wis</i>						<i>Saves</i>					<input type="checkbox"/> Concentration*					Con	=	+	+											
<i>cha</i>						<i>fort (con)</i>					<input type="checkbox"/> Craft* ()					Int	=	+	+											
						<i>ref (dex)</i>					<input type="checkbox"/> Craft* ()					Int	=	+	+											
						<i>will (wis)</i>					<input type="checkbox"/> Craft* ()					Int	=	+	+											
<i>Base Attack</i>						<i>Normal Un- armored</i>					<i>Limitations</i>					Total	Dex Mod	Misc. Mod												
<i>Speed</i>																=	+													
<i>Melee</i>		<i>Total</i>				<i>Base Attack</i>					<i>Strength Mod</i>					<i>Size Mod</i>					<i>Misc. Mod</i>					<i>Temp. Mod</i>				
<i>attack bonus</i>																														
<i>Ranged</i>		<i>Total</i>				<i>Base Attack</i>					<i>Dexterity Mod</i>					<i>Size Mod</i>					<i>Misc. Mod</i>					<i>Temp. Mod</i>				
<i>attack bonus</i>																														
<i>Grapple</i>		<i>Total</i>				<i>Base Attack</i>					<i>Strength Mod</i>					<i>Size Mod</i>					<i>Misc. Mod</i>					<i>Temp. Mod</i>				
<i>attack bonus</i>																														
<i>Armor Class</i>		<i>Armor Bonus</i>	<i>Shield Bonus</i>	<i>Dex Mod</i>	<i>Size Mod</i>	<i>Natural Armor</i>	<i>Deflection Mod</i>	<i>Misc. Mod</i>						<input type="checkbox"/> Intimidate*					Cha	=	+	+								
<i>AC</i>		=	10	+	+	+	+	+						<input type="checkbox"/> Jack Handling					Wis	=	+	+								
<i>Flat Footed AC</i>		<i>Touch Attack AC</i>		<i>Total Armor Check Penalty</i>					<i>Total Arcane Spell Failure</i>					<input type="checkbox"/> Jump*					Str•	=	+	+								
<i>Miss Chance:</i>					<i>Spell Resistance:</i>					<input type="checkbox"/> Knowledge ()					Int	=	+	+												
<i>WEAPON:</i>					<i>Total Attack Bonus:</i>					<input type="checkbox"/> Knowledge ()					Int	=	+	+												
<i>Damage:</i>		<i>Critical:</i>	<i>Range:</i>	<i>Weight:</i>	<i>Type:</i>	<i>Size:</i>						<input type="checkbox"/> Knowledge ()					Int	=	+	+										
<i>Special Properties:</i>					<i>Ammo:</i>					<input type="checkbox"/> Knowledge ()					Int	=	+	+												
<i>WEAPON:</i>					<i>Total Attack Bonus:</i>					<input type="checkbox"/> Listen*					Wis	=	+	+												
<i>Damage:</i>		<i>Critical:</i>	<i>Range:</i>	<i>Weight:</i>	<i>Type:</i>	<i>Size:</i>						<input type="checkbox"/> Move Silently*					Dex•	=	+	+										
<i>Special properties:</i>					<i>Ammo:</i>					<input type="checkbox"/> Open Lock					Dex	=	+	+												
<i>WEAPON:</i>					<i>Total Attack Bonus:</i>					<input type="checkbox"/> Perform* ()					Cha	=	+	+												
<i>Damage:</i>		<i>Critical:</i>	<i>Range:</i>	<i>Weight:</i>	<i>Type:</i>	<i>Size:</i>						<input type="checkbox"/> Profession ()					Wis	=	+	+										
<i>Special properties:</i>					<i>Ammo:</i>					<input type="checkbox"/> Ride*					Dex	=	+	+												
<i>ARMOR/PROTECTIVE ITEM:</i>					<i>AC Bonus:</i>					<input type="checkbox"/> Search*					Int	=	+	+												
<i>Type:</i>		<i>Max Dex bonus:</i>	<i>Arcane Spell Failure:</i>	<i>Speed:</i>	<i>Weight:</i>						<input type="checkbox"/> Sense Motive*					Wis	=	+	+											
<i>Check Penalty:</i>					<i>Special Properties:</i>					<input type="checkbox"/> Sleight of Hand					Dex•	=	+	+												
<i>ARMOR/PROTECTIVE ITEM:</i>					<i>AC Bonus:</i>					<input type="checkbox"/> Spellcraft					Int	=	+	+												
<i>Type:</i>		<i>Max Dex bonus:</i>	<i>Arcane Spell Failure:</i>	<i>Speed:</i>	<i>Weight:</i>						<input type="checkbox"/> Spot*					Wis	=	+	+											
<i>Check Penalty:</i>					<i>Special Properties:</i>					<input type="checkbox"/> Survival*					Wis	=	+	+												
<i>ARMOR/PROTECTIVE ITEM:</i>					<i>AC Bonus:</i>					<input type="checkbox"/> Swim*					Str•	=	+	+												
<i>Type:</i>		<i>Max Dex bonus:</i>	<i>Arcane Spell Failure:</i>	<i>Speed:</i>	<i>Weight:</i>						<input type="checkbox"/> Tumble					Dex•	=	+	+											
<i>Check Penalty:</i>					<i>Special Properties:</i>					<input type="checkbox"/> Use Magic Device					Cha	=	+	+												
<i>ARMOR/PROTECTIVE ITEM:</i>					<i>AC Bonus:</i>					<input type="checkbox"/> Use Rope*					Dex	=	+	+												
<i>Type:</i>		<i>Max Dex bonus:</i>	<i>Arcane Spell Failure:</i>	<i>Speed:</i>	<i>Weight:</i>						<input type="checkbox"/>						=	+	+											
<i>Check Penalty:</i>					<i>Special Properties:</i>					<input type="checkbox"/>						=	+	+												

Character Name
age: birth date: height:
hair: skin: sex:
size: weight: eyes:
handedness: nationality:



Appearance

About This Character



Accomplishments

Quote

Background

Allies

Enemies

Awards & Honors

Companions (Familiars)

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

Weapons (Armor)

<i>Weapon</i>	total attack bonus
Damage:	Critical:
Type:	Range:
Special Properties:	Weight:
	Size:
	Ammo:

<i>Weapon</i>	total attack bonus
Damage:	Critical:
Type:	Range:
Special Properties:	Weight:
	Size:
	Ammo:

<i>Weapon</i>	total attack bonus
Damage:	Critical:
Type:	Range:
Special Properties:	Weight:
	Size:
	Ammo:

<i>Armor (Protective Item)</i>	ac bonus
Type:	Max Dex Bonus:
Speed:	Weight:
Special Properties:	Arcane Spell Failure:
	Check Penalty:

<i>Armor (Protective Item)</i>	ac bonus
Type:	Max Dex Bonus:
Speed:	Weight:
Special Properties:	Arcane Spell Failure:
	Check Penalty:

<i>Armor (Protective Item)</i>	ac bonus
Type:	Max Dex Bonus:
Speed:	Weight:
Special Properties:	Arcane Spell Failure:
	Check Penalty:

<i>Spells</i>	Readied	Spell Book Code		Readied	Spell Book Code		Readied	Spell Book Code	<i>Spell Books</i>																																																							
0th			3rd			6th			Name: Code ("A", "1", etc.): PAGES USED 0th: 4th: 7th: 1st: 5th: 8th: 2nd: 6th: 9th: 3rd: TOTAL																																																							
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<i>Spell Components</i>			Item	wt.		Item	wt.	9th	<i>Spell Save</i> dc mod: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 5%;">Spell Save DC</th> <th style="width: 10%;">LEVEL</th> <th style="width: 10%;">Spells/Day</th> <th style="width: 10%;">Bonus Spells</th> <th style="width: 10%;"># Spells Known</th> </tr> </thead> <tbody> <tr><td></td><td style="text-align: center;">0th</td><td></td><td style="text-align: center;">0</td><td></td></tr> <tr><td></td><td style="text-align: center;">1st</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">2nd</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">3rd</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">4th</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">5th</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">6th</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">7th</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">8th</td><td></td><td></td><td></td></tr> <tr><td></td><td style="text-align: center;">9th</td><td></td><td></td><td></td></tr> </tbody> </table>	Spell Save DC	LEVEL	Spells/Day	Bonus Spells	# Spells Known		0th		0			1st					2nd					3rd					4th					5th					6th					7th					8th					9th			
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