



Character Name		Player Name		Class		XP PENALTY:		ALIGNMENT		LG NG CG LN N CN LE NE CE													
Level		XP		Race		Desty		Cross-Class		Skills		Key Ability		Skill Mod		Ability Mod		Ranks		Misc. Mod		Max Ranks	
AGE:		HEIGHT:		HAIR:		GENDER:		WEIGHT:		EYES:		☐ Alchemy		Int		=		+		+		=	
STR		Score		Mod		Temp Score		Temp Mod		Hit Points		☐ Animal Empathy		Cha		=		+		+		=	
DEX		Score		Mod		Temp Score		Temp Mod		WOUNDS/CURRENT HP		☐ Appraise*		Int		=		+		+		=	
CON		Score		Mod		Temp Score		Temp Mod		SUBDUAL DAMAGE		☐ Balance*		Dex*		=		+		+		=	
INT		Score		Mod		Temp Score		Temp Mod		TEMP HP		☐ Bluff*		Cha		=		+		+		=	
WIS		Score		Mod		Temp Score		Temp Mod		DAMAGE REDUCTION		☐ Climb*		Str*		=		+		+		=	
CHA		Score		Mod		Temp Score		Temp Mod		FORT (CON)		☐ Concentration*		Con		=		+		+		=	
Saves		Base Save		Ability Mod		Magic Mod		Misc. Mod		Temp Mod		☐ Craft* ()		Int		=		+		+		=	
REF (DEX)		Base Save		Ability Mod		Magic Mod		Misc. Mod		Temp Mod		☐ Craft* ()		Int		=		+		+		=	
WILL (WIS)		Base Save		Ability Mod		Magic Mod		Misc. Mod		Temp Mod		☐ Craft* ()		Int		=		+		+		=	
Speed		UNARMORED SPEED:		Size		Initiative		Total		Dex Mod		☐ Decipher Script		Int		=		+		+		=	
Weight Carried		L/M/H Load		Total		Dex Mod		Misc Mod		L/M/H Load		☐ Diplomacy*		Cha		=		+		+		=	
Melee		Total		Base Attack		Strength Mod		Size Mod		Misc. Mod		☐ Disable Device		Int		=		+		+		=	
ATTACK BONUS		/ /		/ /		+ +		+ +		+ +		☐ Disguise*		Cha		=		+		+		=	
Ranged		Total		Base Attack		Dexterity Mod		Size Mod		Misc. Mod		☐ Escape Artist*		Dex*		=		+		+		=	
ATTACK BONUS		/ /		/ /		+ +		+ +		+ +		☐ Forgery*		Int		=		+		+		=	
Armor Class		Armor Bonus		Shield Bonus		Dexterity Mod		Size Mod		Natural Armor		☐ Gather Info*		Cha		=		+		+		=	
AC		= 10		+ +		+ +		+ +		+ +		☐ Handle Animal		Cha		=		+		+		=	
Flat Footed AC		Touch Attack AC		Total Armor Check Penalty		Total Arcane Spell Failure		Total Arcane Spell Failure		Total Arcane Spell Failure		☐ Heal*		Wis		=		+		+		=	
Miss chance:		Spell resistance:		Total Attack Bonus:		/ /		/ /		/ /		☐ Hide*		Dex*		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Innuendo		Wis		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Intimidate*		Cha		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Intuit Direction		Wis		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Jump*		Str*		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Knowledge ()		Int		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Knowledge ()		Int		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Knowledge ()		Int		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Listen*		Wis		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Move Silently*		Dex*		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Open Lock		Dex		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Perform* ()		Cha		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Pick Pocket		Dex*		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Profession ()		Wis		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Read Lips		Int		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Ride*		Dex		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Scry*		Int		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Search*		Int		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Sense Motive*		Wis		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Spellcraft		Int		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Spot*		Wis		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Swim*		Str†		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Tumble		Dex*		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐ Use Magic Device		Cha		=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐ Use Rope*		Dex		=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐ Wilderness Lore*		Wis		=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Special properties:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
WEAPON:		Critical:		Range:		Weight:		Type:		Size:		☐				=		+		+		=	
Damage:</																							

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)

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

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

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

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

Weapons (Armor)

Weapon			TOTAL ATTACK BONUS			/ /		
Damage:			Critical:			Range:		
Type:			Size:			Weight:		
Special properties:			Ammor:					

Weapon			TOTAL ATTACK BONUS			/ /		
Damage:			Critical:			Range:		
Type:			Size:			Weight:		
Special properties:			Ammor:					

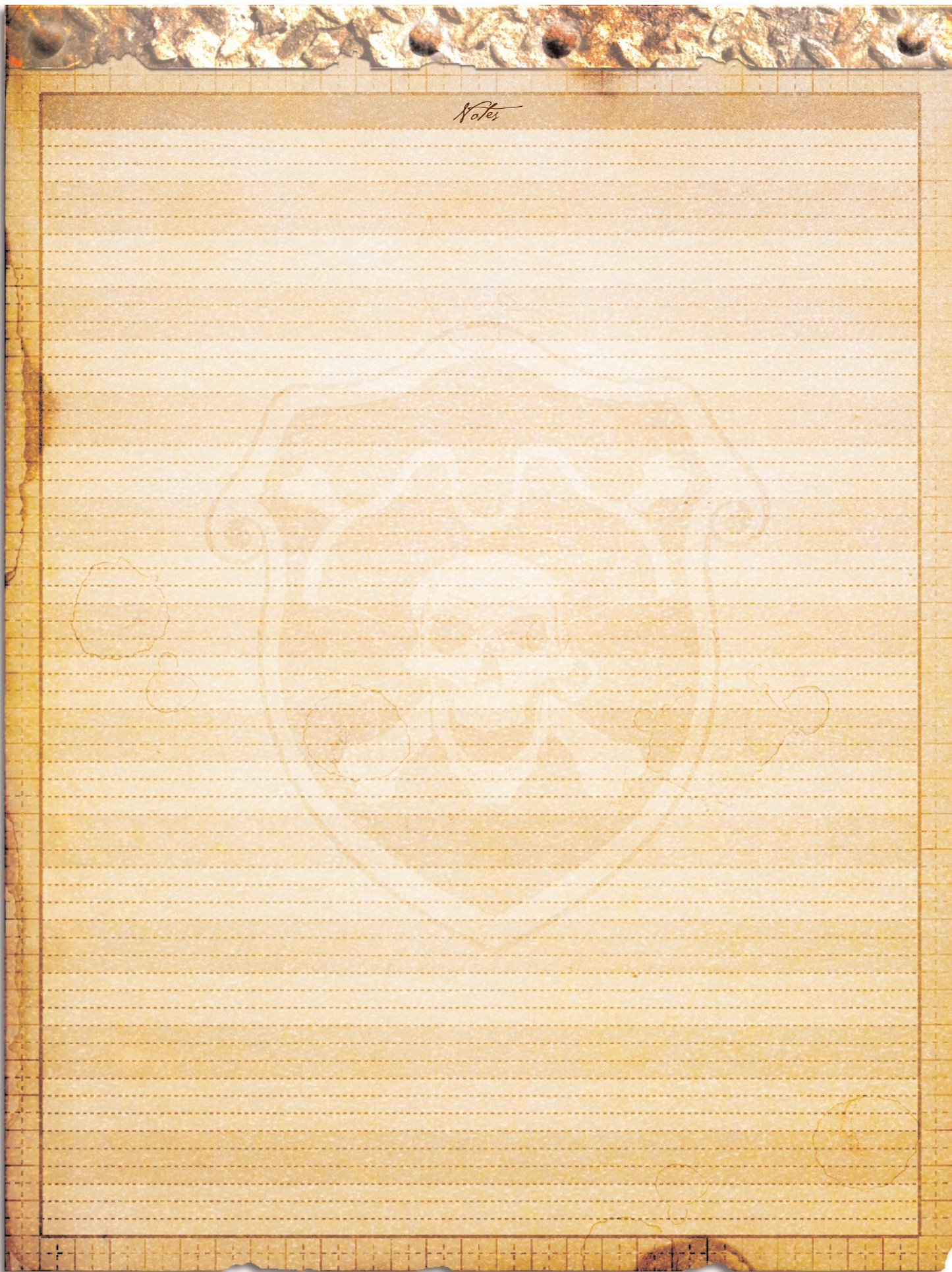
Weapon			TOTAL ATTACK BONUS			/ /		
Damage:			Critical:			Range:		
Type:			Size:			Weight:		
Special properties:			Ammor:					

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

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

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





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