

ability	ability score	ability modifier	base score	racial	level increase	second wind	current hitpoints	HP hitpoints		class & progression	level
STR strength						<input type="checkbox"/>	Toughness?	INIT initiative	()		
CON constitution								MISC init bonus			
DEX dexterity								SPEED speed			
INT intelligence								AP action points		total character level	
WIS wisdom											
CHA charisma											

defenses	total	level	ability	armor	shield	armor	special notes & modifiers
AC reflex & armor		=10+					
FORTITUDE con or str		=10+					
REFLEX dex or int		=10+					
WILL wis or cha		=10+					
attack bonuses	total	level	ability				
MELEE strength		=d20+	str				
RANGED dexterity		=d20+	dex				

SKILLS

trained skills

FEATS & CLASS ABILITIES

armor check penalty?	total	level	ability	trained	
passive insight					
passive perception					
acrobatics					
arcana					
athletics					
bluff					
diplomacy					
dungeoneering					
endurance					
heal					
history					
insight					
intimidate					
nature					
perception					
religion					
stealth					
streetwise					
thievery					

basic attack name & description	enhance	attack	damage	critical	range	type	proficient

EQUIPMENT

[illegible]

BAGS & CONTAINERS

bag	bag & container type / name	volume	weight	notes

attach symbols to your bags, belts and containers to easily identify them in your equipment listings.

WEALTH

PP	
GP	
SP	
CP	

EXPERIENCE

EXPERIENCE	
current experience	experience needed to level

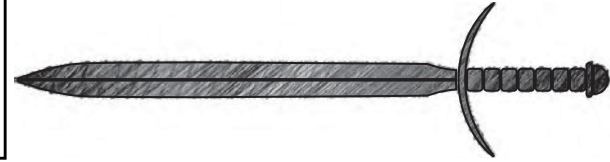
RITUALS



Ritual Name, Page Number and Cost

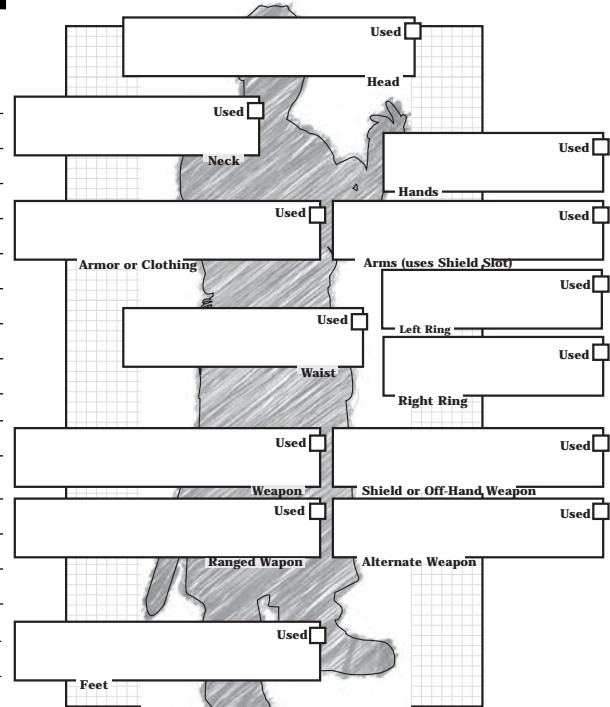
Pages
Used

Used



ENCUMBRANCE

load	capacity	max dex	enc pen	run
Normal		normal	normal	normal
Heavy		+3	-3	x4
Max Drag		+1	-6	x3



MAGIC ITEM NOTES