

CHARACTER: _____ PLAYER: _____ NATIONALITY: _____
CLASS: _____ LEVEL: _____ ALLEGIANCE: _____
HT: _____ WT: _____ SIZE: _____ AGE: _____ APPEARANCE: _____



ABILITY NAME	ABILITY SCORE	ABILITY MOD.	TEMP. SCORE	TEMP. MOD.	HP HIT POINTS	TOTAL HP	CURRENT HP	NONLETHAL DAMAGE	MASS DAMAGE THRESHOLD	DAMAGE REDUCTION	SPEED
STR											
DEX											
CON											
INT											
WIS											
CHA											

DEFENSE	INITIATIVE	BASE ATTACK

SKILLS	SKILL NAME	KEY ABILITY	ABILITY MOD.	RANKS	MISC. MOD.	TOTAL MOD.

SAVES	TOTAL	BASE SAVE	ABILITY MOD.	MISC. MOD.
FORTITUDE CONSTITUTION				
REFLEX DEXTERITY				
WILL WISDOM				

MELEE STRENGTH	RANGED DEXTERITY	GRAPPLE STRENGTH

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

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[]	Balance *	dex	+	+	+	=
[]	Bluff *	cha	+	+	+	=
[]	Climb *	str	+	+	+	=
[]	Concentration *	con	+	+	+	=
[]	Craft () *	int	+	+	+	=
[]	Craft () *	int	+	+	+	=
[]	Decipher Script	int	+	+	+	=
[]	Demolitions	int	+	+	+	=
[]	Diplomacy *	cha	+	+	+	=
[]	Disable Device	int	+	+	+	=
[]	Disguise *	cha	+	+	+	=
[]	Escape Artist *	dex	+	+	+	=
[]	Forgery *	int	+	+	+	=
[]	Gamble *	wis	+	+	+	=
[]	Gather Information *	cha	+	+	+	=
[]	Handle Animal	cha	+	+	+	=
[]	Hide *	dex	+	+	+	=
[]	Intimidate *	cha	+	+	+	=
[]	Investigate	int	+	+	+	=
[]	Jump *	str	+	+	+	=
[]	Knowledge ()	int	+	+	+	=
[]	Knowledge ()	int	+	+	+	=
[]	Knowledge ()	int	+	+	+	=
[]	Knowledge ()	int	+	+	+	=
[]	Knowledge ()	int	+	+	+	=
[]	Listen *	wis	+	+	+	=
[]	Move Silently *	dex	+	+	+	=
[]	Navigate *	int	+	+	+	=
[]	Operate Vehicle *					
[]	Aircraft	dex	+	+	+	=
[]	Ground Vehicles	dex	+	+	+	=
[]	Watercraft	dex	+	+	+	=
[]	Perform * ()	cha	+	+	+	=
[]	Perform * ()	cha	+	+	+	=
[]	Profession ()	wis	+	+	+	=
[]	Profession ()	wis	+	+	+	=
[]	Psicraft	int	+	+	+	=
[]	Read/Write Language	int	+	+	+	=
[]	Repair	int	+	+	+	=
[]	Research	int	+	+	+	=
[]	Ride *	dex	+	+	+	=
[]	Search *	int	+	+	+	=
[]	Sense Motive *	wis	+	+	+	=
[]	Sleight of Hand	dex	+	+	+	=
[]	Speak Language					
[]	Spellcraft	int	+	+	+	=
[]	Spot *	wis	+	+	+	=
[]	Survival *	wis	+	+	+	=
[]	Swim *	str	+	+	+	=
[]	Treat Injury *	wis	+	+	+	=
[]	Tumble	dex	+	+	+	=
[]			+	+	+	=
[]			+	+	+	=
[]			+	+	+	=
[]			+	+	+	=
[]			+	+	+	=
[]			+	+	+	=

SKILLS MARKED WITH A * CAN BE USED UNTRAINED.

OCCUPATION	

NOTES:	