

	Abilities			
	Score	Modifier	Temporary Values	
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

Experience	XP Penalty
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Ability	DEX
Misc	
Total	

<div></div>	=	<div></div>	+	<div>STR</div>	+	<div></div>
Melee		Size		Ability		Misc
<div></div>	=	<div></div>	+	<div>DEX</div>	+	<div></div>
Ranged		Size		Ability		Misc
<div></div>	=	<div></div>	+	<div>STR</div>	+	<div></div>
Grapple		Grp Mod		Ability		Misc
Base Attack		Size Modifier		Grapple Modifier		
<div></div>		<div></div>		<div></div>		

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Fortitude

= + **CON** + + + +

Total Base Ability Magic Misc Temp

Reflex

= + **DEX** + + + +

Total Base Ability Magic Misc Temp

Will

= + **WIS** + + + +

Total Base Ability Magic Misc Temp

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Armor	
Name	Type
AC Bonus	Check Penalty
Max DEX	Spell Failure
Weight	Speed

Shield	
Name	Type
AC Bonus	Check Penalty
Weight	Spell Failure

Light	Medium	Heavy
Current		

Copper _____

Silver _____

Gold _____

Platinum _____

Weapon							
Name	Type	Size	Weight	Range	Critical		
Modified Attack Bonus							
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
Total		Attack Bonus		Weapon		Feats	Misc
Damage Bonus							
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
Total		Ability		Weapon		Feats	Misc

Weapon					
Name	Type	Size	Weight	Range	Critical
Modified Attack Bonus					
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+
Total		Attack Bonus		Weapon	
				Feats	
				Misc	
Damage Bonus					
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+
Total		Ability		Weapon	
				Feats	
				Misc	

Weapon							
Name	Type	Size	Weight	Range	Critical		
Modified Attack Bonus							
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
Total		Attack Bonus		Weapon		Feats	Misc
Damage Bonus							
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
Total		Ability		Weapon		Feats	Misc

Weapon					
Name	Type	Size	Weight	Range	Critical
Modified Attack Bonus <div> <div></div> = <div></div> + <div></div> + <div></div> + <div></div> </div> <div> <div>Total</div> <div>Attack Bonus</div> <div>Weapon</div> <div>Feats</div> <div>Misc.</div> </div>					
Damage Bonus <div> <div></div> = <div></div> + <div></div> + <div></div> + <div></div> </div> <div> <div>Total</div> <div>Ability</div> <div>Weapon</div> <div>Feats</div> <div>Misc.</div> </div>					

[illegible]

	Weight
Head	
Eyes	
Cloak	
Amulet	
Robes	
Vest	
Bracers	
Gloves	
Ring	
Ring	
Belt	
Boots	

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Familiar		
Name		Speed
Species		Size
Hit Dice	HP	AC
Attack Bonus	Dmg	Init.

Magic Device		
Name		Type
Activation	Caster Level	Charges

Magic Device		
Name	Type	
Activation	Caster Level	Charges

Magic Device		
Name	Type	
Activation	Caster Level	Charges

Magic Device		
Name	Type	
Activation	Caster Level	Charges

Magic Device		
Name	Type	
Activation	Caster Level	Charges

Spells Known	Save DC	Level	Spells Per Day	Bonus Spells
		0		
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		