

CHARACTER INFORMATION:

Name: _____

LEVEL _____ **SPECIES** _____ **CLASS** _____

ALIGNMENT: **O** **O** **O** **O** **O**
 GOOD **LAWFUL** **NEUTRAL** **CHAOTIC** **EVIL**

AGE: _____ **GENDER:** _____

HEIGHT: _____ **WEIGHT:** _____

EYES: _____ **HAIR:** _____

LANGUAGES: _____

ATTRIBUTES:

Strength: _____
Dexterity: _____
Constitution: _____
Intelligence: _____
Wisdom: _____
Charisma: _____

BOOSTS: **O O O O O**

VITALS:

HEALTH:



WOUNDS:



Recover: _____ **Shock:** _____/d20 **Death:** _____

ATTACKS:

AIM RATING



_____:Melee
_____:Missile
_____:Spell

_____/d20 :Spell Failure

ACTION POINTS



_____:Initiative
_____:Combat AP
_____:Magic AP

_____/d20 :Reaction Speed

DEFENSES:

ARMOR CLASS



EVASION

DEFLECTION

SAVE THROWS

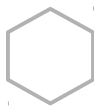
FORTITUDE:



REFLEX:



WILL:



COMBAT:

WEAPONS:

Range:

Speed:

Damage:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

SKILLS:

Total

Modifiers

ABILITIES:









Uses:

Time:

O Acrobatics (Dex):	_____	_____	_____	O O O O O	/	_____
O Athletics (Str):	_____	_____	_____	O O O O O	/	_____
O Concentrate (Con):	_____	_____	_____	O O O O O	/	_____
O Deception (Cha):	_____	_____	_____	O O O O O	/	_____
O Devices (Int):	_____	_____	_____	O O O O O	/	_____
O Medical (Dex):	_____	_____	_____	O O O O O	/	_____
O Monsterology (Int):	_____	_____	_____	O O O O O	/	_____
O Navigation (Wis):	_____	_____	_____	O O O O O	/	_____
O Perception (Wis):	_____	_____	_____	O O O O O	/	_____
O Religion (Wis):	_____	_____	_____	O O O O O	/	_____
O Speechcraft (Cha):	_____	_____	_____	O O O O O	/	_____
O Spellcraft (Int):	_____	_____	_____	O O O O O	/	_____
O Stealth (Dex):	_____	_____	_____	O O O O O	/	_____
O Survival (Wis):	_____	_____	_____	O O O O O	/	_____
O Thievery (Dex):	_____	_____	_____	O O O O O	/	_____

INVENTORY:		PROFICIENCIES:	Total	Modifiers
		O Archery:		
		O Axe Weapons:		
		O Bladed Weapons:		
		O Blunt Weapons:		
		O Pierce Weapons:		
		O Polearms:		
		O Projectiles:		
		O Light Armor:		
		O Heavy Armor:		
		O Shields:		
		PROFESSIONS:	Total	Modifiers
		O Alchemy:		
		O Arts:		
		O Blacksmithing:		
		O Carpentry:		
		O Enchanting:		
		O Engineering:		
		O Inscription:		
		O Jewelcrafting:		
		O Leatherwork:		
		O Tailoring:		

ENCUMBERANCE:		MOVEMENT:	ABILITIES INFORMATION				
Maximum Load:		Walk (x1):					
Lift Over Head (x1):		Hustle (x2):					
Lift Off Ground (x2):		Run (x3):					
Push / Drag (x5):		Charge (x4):					
			Ability Level: 1 2 3 4 5 Max Slot Type: _____ <div style="text-align: center;">Max #. of Slots</div> At Will: _____ Battle: _____ Daily: _____				

STANDARD DICE:							
Critical Failure	1d4	1d6	1d8	1d10	1d12	1d20	Critical Success
							

CASH:	EXPERIENCE:
	Next Level: _____