NAME _____ RACE _____

CLASS/ES _____ LEVEL/S _____ FAVORED CLASS _____

ALIGNMENT COMPASS

				NEUTRAL						
LAW	0	0	0	0	0	0	0	0	0	CHAOS
GOOD	0	0	0	0	0	0	0	0	0	EVIL

EYES _____ SKIN _____ HAIR _____ GENDER _____ HEIGHT _____ WEIGHT _____ AGE _____

HOMELAND _____ BIRTHPLACE _____ SIZE _____ HANDEDNESS _____ RELIGION/VIEWS _____ ( ) _____ ( ) _____

ABILITY	SCORE	MODIFIER	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
WIS				
INT				
CHA				

HPs	SPEED	DR	INITIATIVE

WOUNDS / CURRENT HP / NON-LETHAL

ARMOR CLASS

TOUCH FLAT-FOOTED

Natural Armor _____ DEX _____

Deflection Bonus_____ ARMOR _____

( ) _____ SIZE _____

( ) _____ ( ) _____

SAVING THROWS	TOTALS		BASE		ABILITY MOD		MAGIC		MISC	TEMP
FORTITUDE		=		+		+		+		
REFLEX		=		+		+		+		
WILL		=		+		+		+		

SAVING THROW CONDITIONAL MODIFIERS / OTHER RESISTANCES

SPELL RESISTANCE

CMB _____ = _____ + _____ + _____ Modifiers

Total Base Attack Strength Modifier Size Modifier

CMD _____ = _____ + _____ + _____ + _____ + 10

Dexterity Modifier

BASE ATTACK

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	NAME/NOTES/ETC.
ATTACK						
ATTACK						
ATTACK						
ATTACK						

AMMUNITION

	TYPE	AC BONUS	MAX DEX	WEIGHT	SPEED	SPELL FAILURE	CHECK PENALTY/NAME/SPECIAL PROPERTIES
AC ITEM							
AC ITEM							
AC ITEM							
AC ITEM							
AC ITEM							
AC ITEM							

FEATS

Pg.#

LANGUAGES

- ☐ COMMON
- ☐ THALLOS
- ☐ ZANTH
- ☐ MORDANE
- ☐ CASTRAN

SKILLS

	KEY ABILITY	TOTAL	ABILITY MODIFIER	RANKS	MISC. MODIFIER
ACROBATICS (U)	DEX*		=_____	+ _____	+ _____
APPRAISE (U)	INT		=_____	+ _____	+ _____
BLUFF (U)	CHA		=_____	+ _____	+ _____
CLIMB (U)	STR*		=_____	+ _____	+ _____
CRAFT (_____)(U)	INT		=_____	+ _____	+ _____
CRAFT (_____)(U)	INT		=_____	+ _____	+ _____
CRAFT (_____)(U)	INT		=_____	+ _____	+ _____
CRAFT (_____)(U)	INT		=_____	+ _____	+ _____
CRAFT (_____)(U)	INT		=_____	+ _____	+ _____
DIPLOMACY (U)	CHA		=_____	+ _____	+ _____
DISABLE DEVICE	DEX*		=_____	+ _____	+ _____
DISGUISE (U)	CHA		=_____	+ _____	+ _____
ESCAPE ARTIST (U)	DEX*		=_____	+ _____	+ _____
FLY (U)	DEX*		=_____	+ _____	+ _____
HANDLE ANIMAL	CHA		=_____	+ _____	+ _____
HEAL (U)	WIS		=_____	+ _____	+ _____
INTIMIDATE (U)	CHA		=_____	+ _____	+ _____
KNOWLEDGE (_____)	INT		=_____	+ _____	+ _____
KNOWLEDGE (_____)	INT		=_____	+ _____	+ _____
KNOWLEDGE (_____)	INT		=_____	+ _____	+ _____
KNOWLEDGE (_____)	INT		=_____	+ _____	+ _____
KNOWLEDGE (_____)	INT		=_____	+ _____	+ _____
LINGUISTICS	INT		=_____	+ _____	+ _____
PERCEPTION (U)	WIS		=_____	+ _____	+ _____
PERFORM (_____)(U)	CHA		=_____	+ _____	+ _____
PERFORM (_____)(U)	CHA		=_____	+ _____	+ _____
PERFORM (_____)(U)	CHA		=_____	+ _____	+ _____
PROFESSION (_____)	WIS		=_____	+ _____	+ _____
PROFESSION (_____)	WIS		=_____	+ _____	+ _____
RIDE (U)	DEX*		=_____	+ _____	+ _____
SENSE MOTIVE (U)	WIS		=_____	+ _____	+ _____
SLEIGHT OF HAND	DEX*		=_____	+ _____	+ _____
SPELLCRAFT	INT		=_____	+ _____	+ _____
STEALTH (U)	DEX*		=_____	+ _____	+ _____
SURVIVAL (U)	WIS		=_____	+ _____	+ _____
SWIM (U)	STR*		=_____	+ _____	+ _____
USE MAGIC DEVICE	CHA		=_____	+ _____	+ _____
_____			=_____	+ _____	+ _____
_____			=_____	+ _____	+ _____

MISC SKILL MODIFIERS

* ARMOR CHECK PENALTY APPLIES (U) CAN BE USED UNTRAINED

CLASS FEATURES

Pg.#

- SIMPLE WEAPONS ☐
- MARTIAL WEAPONS ☐
- LIGHT ARMOR ☐
- MEDIUM ARMOR ☐
- HEAVY ARMOR ☐
- SHIELDS / TOWER SHIELD ☐ / ☐

RACIAL TRAITS

EXPERIENCE

Hero Points _____

Current _____ To Next Level _____

BODY SLOT	ITEM	EFFECT/S
Head		
Eyes		
Neck		
Torso		
Belt		
Shoulders		
Wrists		
Hands		
Left Ring		
Right Ring		
Feet		

VALUABLES

50 COINS TO A POUND, 12,000 COINS TO A CUBIC FOOT

OTHER POSSESSIONS

	WEIGHT		WEIGHT		WEIGHT
WEIGHT TOTALS					

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
			EQUALS MAX LOAD	2 X MAX LOAD	5 X MAX LOAD

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