

Character Name _____				Player Name _____		
Class & Level _____				Race _____	Alignment _____	Deity _____
Size _____	Height _____	Weight _____	Age _____	Gender _____	Appearance _____	

» Ability Scores «

	Modifier	Score	Base Score	Level Bonus	Inherent Bonus	Enhance Bonus	Misc. Modifier
STR <small>Strength</small>	_____	_____	=	+	+	+	+
DEX <small>Dexterity</small>	_____	_____	=	+	+	+	+
CON <small>Constitution</small>	_____	_____	=	+	+	+	+
INT <small>Intelligence</small>	_____	_____	=	+	+	+	+
WIS <small>Wisdom</small>	_____	_____	=	+	+	+	+
CHA <small>Charisma</small>	_____	_____	=	+	+	+	+

» Health «

Max
Hit Points _____

Current
Hit Points _____

» Combat «

Initiative _____
 Base Attack Bonus _____
 Grapple _____ = _____ + _____ + _____ + _____
 Speed _____

Weapon	Attack Bonus	Damage	Critical	Type	Range	Ammunition/Notes
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

» Armor «

AC Armor Class _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____ + _____

Touch Armor Class _____
 Flat-Footed Armor Class _____
 Damage Reduction _____

Armor	Description	Max. Dex.	Check Penalty	Weight
<small>Worn</small> _____	_____	_____	_____	_____
<small>Carried</small> Shield _____	_____	_____	_____	_____

» Saving Throws «

	Total	Base Save	Ability Modifier	Magic Modifier	Misc. Modifier
Fortitude <small>(Constitution)</small>	_____	=	+	+	+
Reflex <small>(Dexterity)</small>	_____	=	+	+	+
Will <small>(Wisdom)</small>	_____	=	+	+	+

Experience _____

