Character Name

Race | Class: Fighter | Gender

Height | Weight | Age | Level

Eye Color | Hair Color | Skin Color

The Gaming Table
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Version 1.0

Alignment | Deity

HD Type: d10 | Speed | Armor Check Penalty

Spell Resistance

	Score	Mod	Temp Score	Temp Mod
Str				
Dex				
Con				
Int				
Wis				
Cha				

	Key Ability	Total		Base	Ability Mod	Magic Mod	Misc Mod	Temp Modr
Fortitude	Con		=					
Reflex	Dex		=					
Willpower	Wis		=					
Conditional Modifiers								

Total HP	
Current HP	
Current Subdual	

	Total		Dex Bonus	Feat Bonus	Misc Mod
Initiative Bonus		=			

	Total		Dex Bonus	Armor Bonus	Shield Bonus	Size Mod	Natural Armor	Misc Mod
AC		= 0 +						

	Key Ability	Total		Base Attack Bonus	Ability Bonus	Size Mod	Misc Mod	Temp Mod
Melee Attack Bonus	Str		=					
Ranged Attack Bonus	Dex		=					

	Description and Special Properties	Total Attack Bonus	Damage	Critical	Range	Weight	Type	Size
Weapon 1								
Weapon 2								
Weapon 3								

	Description and Special Properties	AC Bonus	Max Dex Bonus	Armor Check Penalty	Spell Failure	Weight	Speed	Damage	Critical
Armor									
Shield									

Ammunition	Type	Amount

Weapon Proficiencies

- All Simple Weapons
- All Martial Weapons

Max Ranks: ___ / ___

Cross Class		Key Ability	Total Bonus		Rank	Ability Mod	Misc Mod
■	Alchemy	Int		=			
■	Appraise r	Int		=			
■	Balance r a	Dex		=			
■	Bluff r	Cha		=			
□	Climb r a	Str		=			
■	Concentration r	Con		=			
□	Craft r _____	Int		=			
□	Craft r _____	Int		=			
□	Craft r _____	Int		=			
□	Diplomacy r	Cha		=			
■	Disable Device	Int		=			
■	Disguise	Cha		=			
■	Escape Artist r a	Dex		=			
■	Forgery r	Int		=			
■	Gather Information r	Cha		=			
□	Handle Animal	Cha		=			
■	Heal r	Wis		=			
■	Hide r a	Dex		=			
■	Innuendo	Int		=			
■	Intimidate r	Cha		=			
■	Intuit Direction	Wis		=			
□	Jump r a	Str		=			
■	Knowledge (Arcana)	Int		=			
■	Knowledge (Architecture & Eng.)	Int		=			
■	Knowledge (Geography)	Int		=			

Cross Class		Key Ability	Total Bonus		Rank	Ability Mod	Misc Mod
■	Knowledge (History)	Int		=			
■	Knowledge (Local)	Int		=			
■	Knowledge (Nature)	Int		=			
■	Knowledge (Nobility & Royalty)	Int		=			
■	Knowledge (The Planes)	Int		=			
■	Knowledge (Religion)	Int		=			
■	Listen r	Wis		=			
■	Move Silently r	Dex		=			
■	Open Lock	Dex		=			
■	Perform r _____	Cha		=			
	_____						
	_____						
	_____						
■	Pick Pocket a	Dex		=			
■	Profession _____	Wis		=			
■	Profession _____	Wis		=			
□	Ride r _____	Dex		=			
■	Search r	Int		=			
■	Sense Motive r	Wis		=			
■	Spellcraft	Int		=			
■	Spot r	Wis		=			
□	Swim r b	Str		=			
■	Tumble a	Dex		=			
■	Use Rope r	Dex		=			
■	Wilderness Lore r	Wis		=			

a: Armor Check Penalty Applies b: -1 per 5 lbs of gear r: Can be used with no ranks

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Experience Points

Load

Light	Medium	Heavy	Lift Over Head	Lift Off Ground	Push or Drag
			= Max Load	= 2 x Max Load	= 5 x Max Load

Money

PP	GP	SP	CP

Gems

Valuables

Equipment

Type	Weight	Type	Weight
		Total Weapons and Armor	
Total		Total	

Languages

Special Abilities

Feats