

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Level \_\_\_\_\_  
 Race/Species \_\_\_\_\_ Alignment/Allegiance \_\_\_\_\_  
 Birthplace \_\_\_\_\_ Date of Birth \_\_\_\_\_ Sex \_\_\_\_\_ Age \_\_\_\_\_  
 Nationality \_\_\_\_\_ Residence \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Starting Occupation \_\_\_\_\_ Aliases \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_

ABILITIES				HIT POINTS		SKILLS									
	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	MAXIMUM	CURRENT	MAX RANKS = LVL*(3/2)			CROSS CLASS	TOTAL	MODIFIERS				
											ABILITY RANKS	MISC	MISC		
STR STRENGTH											Dex				
DEX DEXTERITY													Cha		
CON CONSTITUTION													Str		
INT INTELLIGENCE													Int		
WIS WISDOM													Con		
CHA CHARISMA													Int		

REPUTATION  ACTION POINTS  WEALTH BONUS

**DEFENSE**

= 10 +  CLASS  EQUIPMENT  DEX  SIZE  MISC  MISC  MAX DEX  PENALTY

ARMOR WORN

SAVING THROWS					INITIATIVE				
FORTITUDE CONSTITUTION	REFLEX DEXTERITY	WILL WISDOM	CLASS BASE				MODIFIERS		
			TOTAL	A	B	C	D	ABILITY	MISC
							Con		
							Dex		
							Wis		

SPEED  BASE  MODIFIED

ATTACK ROLLS																
MELEE STRENGTH	RANGED DEXTERITY	GRAPPLE STRENGTH	MULTIPLE ATTACKS					CLASS BASE				MODIFIERS				
			TOTAL	2ND	3RD	4TH	5TH	A	B	C	D	ABILITY	SIZE	MISC	MISC	
			-5	-10	-15	-20							Str			
			-5	-10	-15	-20							Dex			
			-5	-10	-15	-20							Str			

**WEAPONS**

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes <input type="text"/>						
Notes <input type="text"/>						
Notes <input type="text"/>						
Notes <input type="text"/>						
Notes <input type="text"/>						

	CROSS CLASS	TOTAL	ABILITY RANKS	MISC	MISC
Balance			Dex		
Bluff			Cha		
Climb			Str		
Computer Use			Int		
Concentration			Con		
Craft (_____)			Int		
Craft (_____)			Int		
Craft (_____)			Int		
Decipher Script ■			Int		
Demolitions ■			Int		
Diplomacy			Cha		
Disable Device ■			Int		
Disguise			Cha		
Drive			Dex		
Escape Artist			Dex*		
Forgery			Int		
Gamble			Wis		
Gather Information			Cha		
Handle Animal ■			Cha		
Hide			Dex*		
Intimidate			Cha		
Investigate ■			Int		
Jump			Str*		
Knowledge (_____)			Int		
Knowledge (_____)			Int		
Knowledge (_____)			Int		
Listen			Wis		
Move Silently			Dex*		
Navigate			Int		
Perform (_____)			Cha		
Perform (_____)			Cha		
Perform (_____)			Cha		
Pilot ■			Dex		
Profession			Wis		
Repair ■			Int		
Research			Int		
Ride			Dex		
Search			Int		
Sense Motive			Wis		
Sleight of Hand ■			Dex		
Spot			Wis		
Survival			Wis		
Swim			Str*		
Treat Injury			Wis		
Tumble ■			Dex*		

■ CANNOT BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES



FX ABILITIES

SPELLS

Spell Save DC	Level	Spells Per Day	Bonus Spells	# Spells Known
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Save DC Mod  = 10 +

MODIFIERS	
ABILITY	MISC
<input type="text"/>	<input type="text"/>

PSIONIC POWER POINTS

<p style="text-align: center; background-color: #8B4513; color: white; margin: 0; padding: 2px;">FX ITEMS</p> <div style="border: 1px solid black; height: 300px; width: 100%;"></div>		
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HENCHMEN OR ANIMAL COMPANIONS

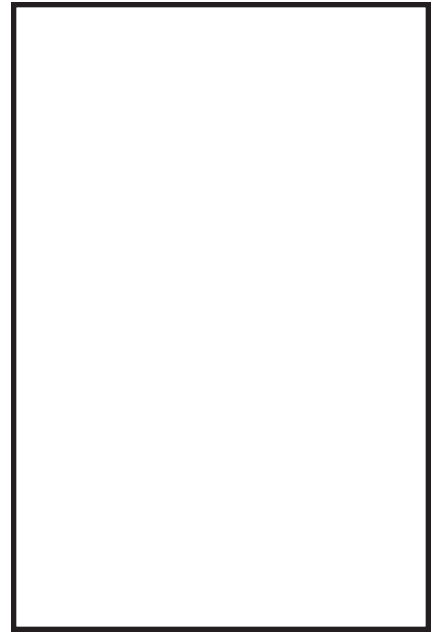
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

## CHARACTER DESCRIPTION

Character Name \_\_\_\_\_

Character Sketch

Description \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



Personality \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Quote(s) \_\_\_\_\_  
\_\_\_\_\_

Contacts/Friends \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Enemies \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## BACKGROUND & NOTES

Lined area for background and notes.