

Name			Gender	Age	
Player Name			Height	Weight	
Religion	Class	Race	Alignment	Level	

Abilities

Name	STRength	DEXterity	CONstitution	INTelligence	WISdom	CHARisma
Score (Temp)						
Modifier (Temp)						

Armor Class	
Base	10
Armor bonus	
Shield bonus	
DEX modifier	
Size modifier	
Natural armor	
Misc modifier	_____ +
Total AC	

Modified Armor Class	
Flat footed	
vs. Touch Attack	
Arcane Spell	
Failure	
Armor Check	
Penalty	
Miss Chance	

Attack Bonus		
	Melee	Ranged
Base Attack Bonus		
Ability mod.	(STR)	(DEX)
Size mod.		
Misc. mod.		
Temp. mod.	_____ +	_____ +
Total		

Initiative modifier		
Total =	DEX mod.	+ Misc. mod.

Speed	Lift over head (= Max load)		
Base Attack bonus	Lift off ground (2× Max load)		
	Push/Drag (5× Max load)		

Total Hit Points				
Level	Dice	Value	Bonus	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				

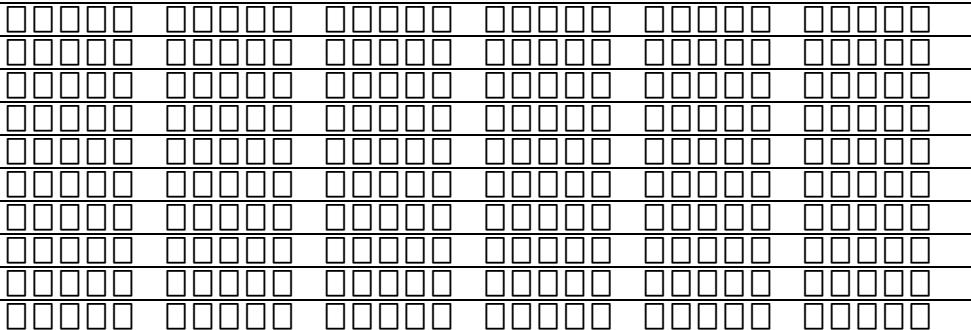
Current Hit Points		
Max. Total		
Wounds		
Damage Reduction		
Subdual Damage		

Saving throws			
	Fortitude (CON)	Reflex (DEX)	Will (WIS)
Base save			
Ability mod.			
Magic mod.			
Misc mod.			
Temp mod.	_____ +	_____ +	_____ +
Total			

Protective items			
	Armor	Shield	
Type			
Armor bonus			
Check penalty			
Max. DEX / Speed			
Spell failure			
Weight			
Special properties			

Weapons				
Weapon				
Total Attack Bonus				
Damage				
Critical				
Range				
Weight/Size/Type				
Special properties				

Items you can use up



Spells		DC Modifier		
Spell level	Spell save DC	Spells / day	# Bonus spells	# Spells known
0			0	
1				
2				
3				
4				
5				
6				
7				
8				
9				