

CHARACTER NAME \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

CLASS/LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ THEME \_\_\_\_\_

SIZE \_\_\_\_\_ SPEED \_\_\_\_\_ GENDER \_\_\_\_\_ HOME WORLD \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ PLAYER \_\_\_\_\_

**ABILITY SCORES**

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SKILLS**

SKILL RANKS PER LEVEL

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input type="checkbox"/> ACROBATICS* (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ATHLETICS* (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> COMPUTERS (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CULTURE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ENGINEERING (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE (CHA)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> LIFE SCIENCE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> MEDICINE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> MYSTICISM (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERCEPTION (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PHYSICAL SCIENCE (INT)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PILOTING (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION (CHA, INT, OR WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND* (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STEALTH* (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SURVIVAL (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

†Trained Only  Class Skill \*Armor check penalty applies

**SKILL NOTES**

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\_\_\_\_\_

**INITIATIVE**

TOTAL =  +  +

**HEALTH AND RESOLVE**

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>
CURRENT	<input type="text"/>	<input type="text"/>	<input type="text"/>

**ARMOR CLASS**

<b>EAC</b> ENERGY ARMOR CLASS	TOTAL	= 10 +	ARMOR BONUS	+ DEX MOD	+ MISC MOD
<b>KAC</b> KINETIC ARMOR CLASS	TOTAL	= 10 +	ARMOR BONUS	+ DEX MOD	+ MISC MOD
AC VS. COMBAT MANEUVERS	TOTAL	= 8 +	<b>KAC</b>		
DR	RESISTANCES				

**SAVING THROWS**

<b>FORTITUDE</b> (CONSTITUTION)	TOTAL	=	BASE SAVE	+ ABILITY MOD	+ MISC MOD
<b>REFLEX</b> (DEXTERITY)	TOTAL	=	BASE SAVE	+ ABILITY MOD	+ MISC MOD
<b>WILL</b> (WISDOM)	TOTAL	=	BASE SAVE	+ ABILITY MOD	+ MISC MOD

**ATTACK BONUSSES**

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK	<input type="text"/>	=	BASE ATTACK BONUS (BAB)	+ STR MOD + MISC MOD
RANGED ATTACK	<input type="text"/>	=	BAB	+ DEX MOD + MISC MOD
THROWN ATTACK	<input type="text"/>	=	BAB	+ STR MOD + MISC MOD

**WEAPONS**

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL	RANGE	TYPE	AMMO/USAGE SPECIAL

