CHARACTER _____ ALIGN _____ RACE _____

CLASS _____ LEVEL _____ EXP _____

	ABILITY SCORE	ABILITY MOD	TEMP ABILITY
STR			_____/_____
DEX			_____/_____
CON			_____/_____
INT			_____/_____
WIS			_____/_____
CHA			_____/_____

SAVING THROWS

	TOTAL	BASE	ABILITY	CLASS	MISC	TEMP
FORT +_____						
REF +_____						
WILL +_____						

situational modifiers:

spell resistance:

Armor	_____
Shield	_____
Dex	_____
Natural	_____
Size	_____
Deflection	_____
Dodge	_____
Haste	_____

AC _____

flatfooted AC:

touch AC:

temporary:

HP _____

damage reduction:

wounds:

NOTES

SPEED _____

fly:

swim:

INIT _____ **BAB** _____ **CMB** _____ **CMD** _____

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES				AMMO	OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO	

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES				AMMO	OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO	

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES				AMMO	OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO	

RACIAL ABILITIES

CLASS ABILITIES

LANGUAGES SPOKEN:

GEAR / WEALTH

SPELLS KNOWN / PREPARED

SKILLS Armor Check Penalty: _____

		Rank	/ Class	/ Ability	/ Mod
Perception	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/
_____	+_____		/	/	/

FEATS