



Player_____	
Character Name_____	
Class/Tracks_____	
Race_____	Level_____

Skill	Tr.	Ability Modifier	Misc. Modifiers	Total
Acrobatics (Dex)				
Athletics (Str)				
Larceny (Dex)				
Stealth (Dex)				
Ride (Dex)				
Arcana (Int)				
Engineering (Int)				
Geography (Int)				
History (Int)				
Medicine (Int)				
Nature (Int)				
Bluff (Cha)				
Diplomacy (Cha)				
Intimidate (Cha)				
Perception (Wis)				

Initiative:_____	Ref:_____
(Dex+Misc)	(Dex or Int+Base+Misc)
Armor Class:_____	Fort:_____
(10+BAB+KDM+Armor+Shield+Misc)	(Con or Str+Base+Misc)
Awareness:_____	Will:_____
(10+Level+Wis+Misc)	(Wis or Cha+Base+Misc)
Base Attack:_____	
KOM:_____	
KDM:_____	
Speed:_____	

Temporary Modifiers

Social Defenses

Bluff:_____
(10+Level+Wis+Misc)
Intimidate:_____
(10+Level+Cha+Misc)
Diplomacy:_____
(10+Level+Int+Misc)
Perception:_____
(10+Level+Cha+Misc)

Max Hit Points :_____
(Level*Class HP)+(Level*Con)
Current Wounds

Ability	Score	Mod	Temp	Mod
Str				
Dex				
Con				
Int				
Wis				
Cha				

Weapon 1	Attack Modifier	Damage
Name	(BAB + Key Ability + Misc)	(Base + Key Ability + Misc)
Range	Special Capabilities	Bonus Damage

Weapon 2	Attack Modifier	Damage
Name	(BAB + Key Ability + Misc)	(Base + Key Ability + Misc)
Range	Special Capabilities	Bonus Damage

Weapon 3	Attack Modifier	Damage
Name	(BAB + Key Ability + Misc)	(Base + Key Ability + Misc)
Range	Special Capabilities	Bonus Damage

Feats

Items

First Track Title	DC	Second Track Title	DC	Third Track Title	DC
First Ability		First Ability		First Ability	
Second Ability		Second Ability		Second Ability	
Third Ability		Third Ability		Third Ability	
Fourth Ability		Fourth Ability		Fourth Ability	
Fifth Ability		Fifth Ability		Fifth Ability	
Sixth Ability		Sixth Ability		Sixth Ability	
Seventh Ability		Seventh Ability		Seventh Ability	