

# d20 PAST

**NAME** \_\_\_\_\_

Character Level \_\_\_\_\_

CLASSES/LVLS. \_\_\_\_\_

ADV. CLASSES/LVLS. \_\_\_\_\_

PST. CLASSES/LVLS. \_\_\_\_\_

STARTING OCCUPATION \_\_\_\_\_

AFFILIATION \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

## ATTRIBUTES

STR	DEX	CON	INT	WIS	CHA

MOD

TEMP SCORE

TEMP MOD


## HEALTH

HIT-DICE \_\_\_\_\_

HIT-POINTS \_\_\_\_\_

MAX

WOUNDS

NONLETHAL

HEALING (\_\_\_\_/\_\_\_\_)

SAVES

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD	TEMP MOD
F O R T (CON)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
REFLEX (DEX)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
W I L L (WIS)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

## INITIATIVE

MODIFIER

<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
TOTAL		DEX MOD		MISC MOD

## ACTION POINTS

REPUTATION

WEALTH BONUS

DEFENSE

10 +  +  +  +  +  +  =

CLASS EQUIP. DEX MOD SIZE

TOTAL FLAT FOOT TOUCH

## RESISTANCES

Damage Reduction

ATTACKS

	TOTAL	BASE ATT +	ABILITY MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
RANGE (DEX)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

## GRAPPLE

<input type="text"/>	=	<input type="text"/>
TOTAL		STR+
<input type="text"/>		<input type="text"/>
ATK+		SIZE+
<input type="text"/>		MISC+

WEAPONS

WEAPON	MW+	MISC+	TOTAL ATK+	SIZE	TYPE	DAMAGE	CRIT	RATE	RANGE	WT	MAG. / LEFT
											/
											/
											/
											/
											/
											/
											/
											/

NOTES: \_\_\_\_\_





