

NAME

Character Level

SPECIES > _____ LEVEL ADJ. > _____
 CLASSES/LVLS. > _____
 ADVANCED CLASSES/LVLS. > _____
 PRESTIGE 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

FORTITUDE (CON) = + + + +

REFLEX (DEX) = + + + +

WILL (WIS) = + + + +

INITIATIVE

MODIFIER

= +

TOTAL DEX MOD MISC MOD

ACTION POINTS

REPUTATION

WEALTH BONUS

ATTACKS / DEFENSE

10 + + + + + + =

CLASS EQUIP. DEX MOD SIZE _____ _____

TOTAL FLAT FOOTED TOUCH

RESISTANCES

Damage Reduction

WEAPONS

MELEE (STR) = + + + + +

RANGE (DEX) = + + + + +

GRAPPLE

=

TOTAL STR+

ATK+ SIZE+ MISC+

WEAPON	MW+	MISC+	TOTAL ATK+	SIZE	TYPE	DAMAGE	CRIT	RATE	RANGE	WT	AMMO/LEFT
											/
											/
											/
											/
											/
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NOTES:

