

Character name

Player name

Class and level

Race and background		Alignment and deity		Appearance		Concept	
Attributes and Skills		Defenses		Core Statistics		Hit Points	
Strength		Armor		Movement			
Climb		Maneuver		Speed		Maximum	
Jump		Fortitude		Climb		Bloodied	
Sprint		Reflex		Fly		Temporary	
Swim		Mental		Swim		Nonlethal	
						Critical	
Dexterity				Passive Abilities			
Balance							
Escape Artist							
Ride							
Sleight of Hand							
Tumble							
Stealth							
Constitution				Abilities			
Intelligence							
Craft							
Devices							
Disguise							
Knowledge							
Linguistics							
Perception							
Awareness							
Heal							
Sense Motive							
Spellcraft							
Survival							
Willpower							