Character name		Player name				Class and level			
Race and background		Alignment and deity				Appearance	Concept		
Attributes					C	ore Statistics	;		
and Skills		Defenses		Movement		Passive Abilities		Hit Points	
Strength		Armor		Speed				Maximum	
Climb		Maneuver		Climb				Bloodied	
Jump		Fortitude		Fly				Temporary	
Sprint		Reflex		Swim		-		 Nonlethal	
Swim		Reflex		SWIIII					
Dexterity		Mental						Critical	
Balance						Abilities			
Escape Artist									
Ride		Ability		Bonus	Damag	ge/Effect			
Sleight of Hand									
Tumble		Ability		Bonus	Damag	ge/Effect			
Stealth									
Constitution		Ability		Bonus	Damag	ge/Effect			
Intelligence		Ability		Bonus	Damag	ge/Effect			
Craft									
Devices		Ability		Bonus	Damag	ge/Effect			
Disguise						Attacks			
Knowledge									
Linguistics		Attack		Bonus Damage/Effect					
Perception									
Awareness		Attack		Bonus	Damag	ge/Effect			
Heal									
Sense Motive		Attack		Bonus	Damag	ge/Effect			
Spellcraft									
Survival		Attack		Bonus	Damag	ge/Effect			
Willpower									
		Attack		Bonus	Damag	ge/Effect			