

<b>1</b>			
CHARACTER			
RACE		SIZE	
CLASS		LEVEL	
GENDER	AGE	HEIGHT	WEIGHT
DEITY		ALIGNMENT	
LANGUAGES			
ARMOR & PROTECTION WORN			
WEAPONS USED			
NOTABLE ITEMS			
<b>ABILITY SCORES</b>			
STR	<input style="width: 100%; height: 100%;" type="text"/>	INT	<input style="width: 100%; height: 100%;" type="text"/>
DEX	<input style="width: 100%; height: 100%;" type="text"/>	WIS	<input style="width: 100%; height: 100%;" type="text"/>
CON	<input style="width: 100%; height: 100%;" type="text"/>	CHA	<input style="width: 100%; height: 100%;" type="text"/>
<b>MOVEMENT &amp; LIFTING</b>			
SPEED	OVER HEAD	OFF GROUND	PUSH OR DRAG
<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>
<b>SAVING THROWS</b>			
FORT	<input style="width: 100%; height: 100%;" type="text"/>	REF	<input style="width: 100%; height: 100%;" type="text"/>
WILL	<input style="width: 100%; height: 100%;" type="text"/>		
SAVING THROW MODIFIERS			
ARMOR CLASS	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>	<input style="width: 100%; height: 100%;" type="text"/>
ARMOR CLASS MODIFIERS			
HIT POINTS /			

	1	
Armor Check Penalty	<input style="width: 100%; height: 100%;" type="text"/>	
■ Can be used untrained	†	Armor Check Penalty
Alchemy	■	
Animal Empathy	■	
Appraise	■	
Balance	■†	
Bluff	■	
Climb	■†	
Concentration	■	
Decipher Script	■	
Diplomacy	■	
Disable Device	■	
Disguise	■	
Escape Artist	■†	
Forgery	■	
Gather Information	■	
Handle Animal	■	
Heal	■	
Hide	■†	
Innuendo	■	
Intimidate	■	
Intuit Direction	■	
Jump	■†	
Knowledge, arcana	■	
Knowledge, religion	■	
Knowledge, nature	■	
Listen	■	
Move Silently	■†	
Open Lock	■	
Perform	■	
Pick Pocket	†	
Read Lips	■	
Ride	■	
Scry	■	
Search	■	
Sense Motive	■	
Spellcraft	■	
Spot	■	
Swim	■ (-1 / 5 lbs)	
Tumble	†	
Use Magic Device	■	
Use Rope	■	
Wilderness Lore	■	