

Character Name:

Gender:

Race:

Size:

Alignment:

Player Name:

Stat	Roll Score	Race	Total Score	Stat Modifier
Strength			=	
Dexterity*			=	
Constitution*			=	
Wisdom*			=	
Charisma			=	

Stat Modifier=
(Total Score -10) / 2
ie. 10 -> 0, 12-> 1, etc

AC	=	10							
Armor Class	Total	Base	Armor	Shield	Dex	Size	Natural Armor	Misc	

HP Max:

Current:

Initiative			
	Total	Dex	Misc

*Saving Throws	Total	Base Save	Stat Modifier	Misc Modifier
Reflex (Dexterity)				
Fortitude (Constitution)				
Will (Wisdom)				

Weapon	Attack Stat	Stat Modifier
Melee/Ranged	Critical	Damage

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Element	Total	Base	Modifier
Air			
Earth			
Fire			
Water			

Skill	Total Bonus	Stat Mod	Ranks	Misc Mod
Acrobatics	DEX			
Appraise	INT			
Concentration	CON			
Craft	INT			
Disable Device	INT			
Disguise	CHA			
Dispel Magic	WIS			
Handle Animal	CHA			
Heal	WIS			
Knowledge (Region)	INT			
Persuade	CHA			
Sense Motive	WIS			
Sleight Of Hand	DEX			
Stealth	DEX			
Use Rope	DEX			

Inventory:

Gold:

Feats: