

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

	=	10
Armor Class Total		

Base	Armor	Shield	Dex	Size	Natural Armor	Misc
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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		INT		
Persuade		CHA		
Sense Motive		WIS		
Sleight Of Hand		DEX		
Stealth		DEX		
Use Rope		DEX		

Inventory:

Gold:

Feats: