

Character Name:

Gender:

Race:

Size:

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			

Skills			
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		