

Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

Class and Level \_\_\_\_\_ Alignment \_\_\_\_\_ Race \_\_\_\_\_

Size \_\_\_\_\_ Gender \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Eyes \_\_\_\_\_ Hair \_\_\_\_\_

Deity/Religion \_\_\_\_\_ Brief Description/Background \_\_\_\_\_



### Ability Scores

Ability Name	Total	Modifier	Base	Enhancement	Other
<b>STR</b> Strength					
<b>DEX</b> Dexterity					
<b>CON</b> Constitution					
<b>INT</b> Intelligence					
<b>WIS</b> Wisdom					
<b>CHA</b> Charisma					

### Vitals

**HP**  Hit Points

Maximum  Temporary

Wounds/Current HP

Regeneration/Fast Healing/Other

### Defensive Abilities

**DR**  Damage Reduction

**SR**  Spell Resistance

Energy Resistances

Other

### Movement and Speed

**INIT**  Initiative

Movement Speed  Fly Speed  Speed

Run  Distance/Min  Distance/Hour  Distance/Day  Mount Speed

### Favor and Piety

**Current Favor**  **Piety**

**Daily Favor**

Total  Class  Piety  Other

Notes

### Combat Defenses

**AC**  Armor Class = IO +

**Touch**  **Flat-Footed**  Armor Class

**CMD**  Command = IO +

**FORT**  Fortitude Base  Ability  Enhance  Other  Conditional/Notes

**REF**  Reflex

**WILL**  Willpower

### Combat Offense

**CMB**  Combat Maneuver Bonus Base  Str  Other

**BA**  Base Attack

#### Attack 1

Weapon/Attack Method	Attack Bonus	Damage
Critical	Type	Range
Notes		

#### Attack 2

Weapon/Attack Method	Attack Bonus	Damage
Critical	Type	Range
Notes		

#### Attack 3

Weapon/Attack Method	Attack Bonus	Damage
Critical	Type	Range
Notes		

### Skills

Skill Name	Total	Base	Ability	Trained	Other	Other
Acrobatics			Dex*			
Appraise			Int			
Bluff			Cha			
Climb			Str*			
Craft ( )			Int			
Craft ( )			Int			
Diplomacy			Cha			
Disable Device			Dex*			
Disguise			Cha			
Escape Artist			Dex*			
Fly			Dex*			
Handle Animal			Cha			
Heal			Wis			
Intimidate			Cha			
Know ( )			Int			
Know ( )			Int			
Know ( )			Int			
Linguistics			Int			
Perception			Wis			
Perform ( )			Cha			
Perform ( )			Cha			
Profession			Wis			
Ride			Dex*			
Sense Motive			Wis			
Sleight of Hand			Dex*			
Spellcraft			Int			
Stealth			Dex*			
Survival			Wis			
Swim			Str*			
Use Magic Device			Cha			





