

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

<b>HP</b> Hit Points	Maximum	Temporary
Wounds/Current HP		
Regeneration/Fast Healing/Other		

### Defensive Abilities

<b>DR</b> Damage Reduction	
<b>SR</b> Spell Resistance	
Energy Resistances	
Other	

### Movement and Speed

<b>INIT</b> Initiative	Movement Speed	Fly Speed	Speed	Speed
Run	Distance/Min	Distance/Hour	Distance/Day	Mount Speed

### Combat Defenses

<b>AC</b> Armor Class	Total	=IO +	Armor	Shield	Dex	Deflect	Natural	Notes/Other
<b>Touch</b> Armor Class								
<b>Flat-Footed</b> Armor Class								
<b>CMD</b> Command	Total	=IO +	Base	Str + Dex	Other			
<b>FORT</b> Fortitude	Total	Base	Ability	Enhance	Other	Conditional/Notes		
<b>REF</b> Reflex								
<b>WILL</b> Willpower								

### Combat Offense

<b>CMB</b> Combat Maneuver Bonus	Total	Base	Str	Other	<b>BA</b> 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		

### Exemplar Manifestation

<b>Rounds Manifesting</b>		Other Combat Notes
<b>Will DC</b>		

### 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					

### Exemplars

<b>Name</b>		<b>Starting DC</b>	
Primary Ability Score	Bonus	Secondary Ability 1	Secondary Ability 2
Defenses			
AC Bonus	AC	CMD	Fortitude Reflex Will
Manifested Weapon			
Enhancement	Attack Bonus	Damage	Crit
Weapon Special Ability Options			

### Devotions

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### Infusions

<b>Name</b>		<b>Starting DC</b>	
Primary Ability Score	Bonus	Secondary Ability 1	Secondary Ability 2
Defenses			
AC Bonus	AC	CMD	Fortitude Reflex Will
Manifested Weapon			
Enhancement	Attack Bonus	Damage	Crit
Weapon Special Ability Options			

### Infusions

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<b>Name</b>		<b>Starting DC</b>	
Primary Ability Score	Bonus	Secondary Ability 1	Secondary Ability 2
Defenses			
AC Bonus	AC	CMD	Fortitude Reflex Will
Manifested Weapon			
Enhancement	Attack Bonus	Damage	Crit
Weapon Special Ability Options			

### Infusions

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### Feats

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### Class Features and Special Abilities

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### Languages

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### Other Notes

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<b>XP</b> <small>Experience Points</small>		<b>Next Lvl</b>	
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