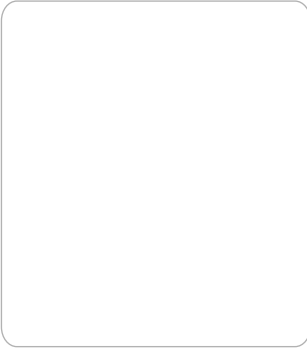


Name: \_\_\_\_\_
Race: \_\_\_\_\_
Subrace: \_\_\_\_\_
Class(es): \_\_\_\_\_
Level: \_\_\_\_\_
Experience: \_\_\_\_\_
Next Level: \_\_\_\_\_
Alignment: \_\_\_\_\_
Patron Deity: \_\_\_\_\_



Skill Points: [ ]

ATTRIBUTES

Table with columns for attribute (STR, DEX, CON, INT, WIS, CHA), sub-attributes (Muscle, Stamina, Aim, Agility, Health, Fitness, Reason, Knowledge, Intuition, Willpower, Leadership, Appearance), score, and mod.

Sex: \_\_\_\_\_
Age: \_\_\_\_\_
Skin: \_\_\_\_\_
Hair: \_\_\_\_\_
Eyes: \_\_\_\_\_
Handed: \_\_\_\_\_
Height: \_\_\_\_\_
Weight: \_\_\_\_\_
Size: \_\_\_\_\_
Speed: \_\_\_\_\_

Personality: \_\_\_\_\_

Fears/Flaws: \_\_\_\_\_

Bloodline: \_\_\_\_\_

HIT POINTS

Wounds Current Vitality Current
health HD + fitness mod

SAVING THROWS

Fortitude (health): [ ] = [ ] + [ ] + [ ] + [ ]
Reflex (agility): [ ] = [ ] + [ ] + [ ] + [ ]
Will (willpower): [ ] = [ ] + [ ] + [ ] + [ ]
Saving Throw Modifiers: \_\_\_\_\_
Resistances Acid: [ ] Cold: [ ] Elect: [ ] Fire: [ ] Sonic: [ ]

RACIAL & CLASS ABILITIES

FEATS

Table with columns for Regional, Human, and Feat levels (1st, 3rd, 6th, 9th, 12th, 15th, 18th, 20th).

SKILLS

Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma skill lists with total, ranks, abl, misc columns and descriptions like muscle, stamina, aim, agility, fitness, reason, knowledge, intuition, willpower, leadership, appearance.

