

NAME TYPE HD SIZE ALIGNMENT GENDER HEIGHT WEIGHT AGE SOURCE

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER	TOTAL	TEMP.	WOUNDS	NON-LETHAL DAMAGE	LAND	CLIMB	SWIM	BURROW	FLY	ENERGY RESISTANCE
STR STRENGTH					HP HIT POINTS									
DEX DEXTERITY					AC ARMOR CLASS	= 10								
CON CONSTITUTION					TOUCH ARMOR CLASS									DAMAGE REDUCTION
INT INTELLIGENCE					SR SPELL RESISTANCE									
WIS WISDOM					FLAT ARMOR CLASS									
CHA CHARISMA					SPACE									
					REACH									

SAVING THROWS	TOTAL	TEMP. MODIFIER	TOTAL	TEMP. MODIFIER	TOTAL	TEMP. MODIFIER
FORTITUDE CONSTITUTION			BAB BASE ATTACK BONUS		MELEE ATTACK BONUS	
REFLEX DEXTERITY			CMB MANEUVER BONUS		RANGED ATTACK BONUS	
WILL WISDOM			CMD MANEUVER DEFENSE		INITIATIVE	

PRIMARY

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION: [] [] [] [] [] [] [] [] [] [] [] []

SECONDARY

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION: [] [] [] [] [] [] [] [] [] [] [] []

TERTIARY

TOTAL ATTACK BONUS	DAMAGE	CRITICAL

SPECIAL PROPERTIES

AMMUNITION: [] [] [] [] [] [] [] [] [] [] [] []

PROTECTIVE ITEM

TYPE	ARMOR BONUS	MAX DEX BONUS

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

FAMILIAR SPECIAL QUALITIES

CLASS SKILLS	SKILLS				MAX RANKS:			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. BONUS		
<input checked="" type="checkbox"/>	Acrobatics	Dex *	=		+			+
	Appraise	Int	=		+			+
	Bluff	Cha	=		+			+
<input checked="" type="checkbox"/>	Climb	Str *	=		+			+
	Diplomacy	Cha	=		+			+
	Disable Device	Dex *	=		+			+
	Disguise	Cha	=		+			+
	Escape Artist	Dex *	=		+			+
<input checked="" type="checkbox"/>	Fly	Dex *	=		+			+
	Handle Animal	Cha	=		+			+
	Heal	Wis	=		+			+
	Intimidate	Cha	=		+			+
	Knowledge (arcana)	Int	=		+			+
	Knowledge (dungeoneering)	Int	=		+			+
	Knowledge (engineering)	Int	=		+			+
	Knowledge (geography)	Int	=		+			+
	Knowledge (history)	Int	=		+			+
	Knowledge (local)	Int	=		+			+
	Knowledge (nature)	Int	=		+			+
	Knowledge (nobility)	Int	=		+			+
	Knowledge (planes)	Int	=		+			+
	Knowledge (religion)	Int	=		+			+
	Linguistics	Int	=		+			+
<input checked="" type="checkbox"/>	Perception	Wis	=		+			+
	Ride	Dex *	=		+			+
	Sense Motive	Wis	=		+			+
	Sleight of Hand	Dex *	=		+			+
	Spellcraft	Int	=		+			+
<input checked="" type="checkbox"/>	Stealth	Dex *	=		+			+
	Survival	Wis	=		+			+
<input checked="" type="checkbox"/>	Swim	Str *	=		+			+
	Use Magic Device	Cha	=		+			+
			=		+			+
			=		+			+
			=		+			+
			=		+			+
			=		+			+
			=		+			+
			=		+			+
			=		+			+
			=		+			+

Skill ranks cannot be greater than HD.
 Skills marked with are class skills.
 * ARMOR CHECK PENALTY applies.

GEAR

ITEMS	Wgt.	ITEMS	Wgt.

TOTAL WEIGHT [] **GEAR WEIGHT** []

NOTES

ENCUMBRANCE		
[]	[]	[]
LIGHT LOAD	MED LOAD	HEAVY LOAD
[]	[]	[]
LIFT OVER	LIFT OFF GROUND	PUSH DRAG
[]	[]	[]
[]	[]	[]