

# The Quintessential Fighter



CHARACTER \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_  
 CHARACTER CONCEPT \_\_\_\_\_  
 RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_  
 PATRON DIETY / RELIGION \_\_\_\_\_  
 PLACE OF ORIGIN \_\_\_\_\_

## ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

## HIT POINTS

HIT	
DIE	
DAMAGE REDUCTION	

## ARMOUR



= 10 +

CLASS

ARMOUR WORN

## ARMOUR

ARMOUR SHIELD DEX WIS SIZE NATURAL MISC

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## FEATS

NAME	EFFECT

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							
MELEE (STR)							
RANGED (DEX)							

AC WHEN FLATFOOTED  
 AC VERSUS TOUCH ATTACKS  
 MISS CHANCE  
 MAX DEX BONUS  
 ARMOUR CHECK PENALTY  
 ARCANE SPELL FAILURE  
 SPELL RESISTANCE

## WEAPON AND ARMOUR PROFICIENCIES

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## WEAPONS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
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NOTES						

## FIGHTING STYLES

STYLE / RANK	ABILITY / EFFECT



### RACIAL ABILITIES

ABILITY	EFFECT

### CLASS ABILITIES

ABILITY	EFFECT

### MAGIC ITEMS

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### SPELLS

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SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

### HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME	RACE	NUMBER	CLASS / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

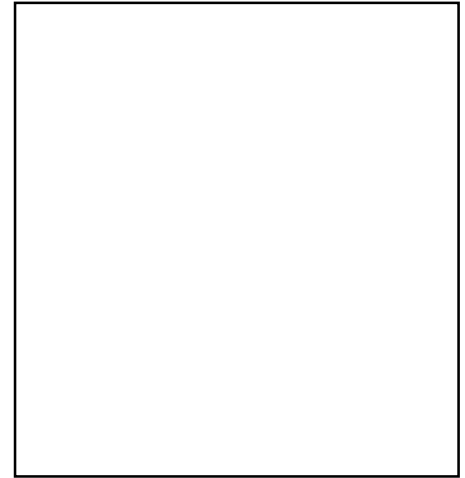
# CHARACTER DESCRIPTION

PHYSICAL DESCRIPTION	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE

CHARACTER PORTRAIT

PERSONALITY



ENEMIES AND ALLIES

BACKGROUND & NOTES