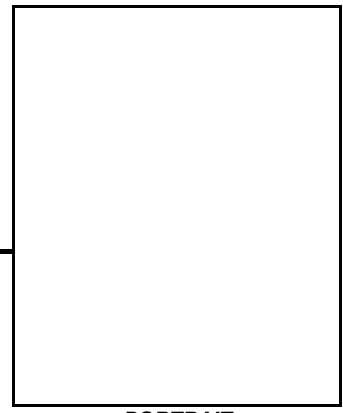


CHARACTER'S NAME _____ CLASS _____ TITLE _____
 _____ / _____
 PLAYER'S NAME _____ RACE _____ ALIGNMENT _____ DEITY _____
 _____ / _____
 LEVEL _____ SEX _____ AGE _____ EQUIV _____ HAND _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____ BASE SPEED _____



ABILITY	SCORE	MODFR	SCORE	MODFR	DEATHS TO GO	DIE AT	TOTAL	CURRENT HP	MISS CHANCE	HIT DIE
STR STRENGTH										
DEX DEXTERITY										
CON CONSTITUTION										
INT INTELLIGENCE										
WIS WISDOM										
CHA CHARISMA										

HP HIT POINTS _____
AC ARMOR CLASS _____
INITIATIVE MODIFIER _____ = _____ + _____
 TOTAL _____ DEX _____ MISC _____

FORTITUDE (CONSTITUTION) _____
REFLEX (DEXTERITY) _____
WILLPOWER (WISDOM) _____

MELEE ATTACK BONUS _____
RANGED ATTACK BONUS _____

PRIMARY WEAPON _____
 TOTAL ATTACK BONUS _____ TOTAL DAMAGE _____ CRITICAL _____
 RANGE _____ WEIGHT _____ TYPE _____ SIZE _____ SPECIAL PROPERTIES _____

SECONDARY WPN _____
 TOTAL ATTACK BONUS _____ TOTAL DAMAGE _____ CRITICAL _____
 RANGE _____ WEIGHT _____ TYPE _____ SIZE _____ SPECIAL PROPERTIES _____

TERTIARY WEAPON _____
 TOTAL ATTACK BONUS _____ TOTAL DAMAGE _____ CRITICAL _____
 RANGE _____ WEIGHT _____ TYPE _____ SIZE _____ SPECIAL PROPERTIES _____

ARMOR _____
 TYPE _____ ARMOR BONUS _____ CHECK PNLTY _____ MAX DEX BNS _____
 SPELL FAILURE _____ SPEED _____ WEIGHT _____ SPECIAL PROPERTIES _____

SHIELD _____
 ARMOR BONUS _____ WEIGHT _____ CHECK PENALTY _____ SPELL FAILURE _____
 SPECIAL PROPERTIES _____

TOTAL ARMOR CHECK PENALTY _____

AMMUNITION

SKILL POINTS / LEVEL _____ MAX RANKS _____

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
<input type="checkbox"/>	APPRAISE	INT				
<input type="checkbox"/>	BALANCE	* DEX				
<input type="checkbox"/>	BLUFF	CHA				
<input type="checkbox"/>	CLIMB	* STR				
<input type="checkbox"/>	CONCENTRATION	CON				
<input type="checkbox"/>	CRAFT _____	INT				
<input type="checkbox"/>	CRAFT _____	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input type="checkbox"/>	DIPLOMACY	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE	CHA				
<input type="checkbox"/>	ESCAPE ARTIST	* DEX				
<input type="checkbox"/>	FIRST IMPRESSION	COM				
<input type="checkbox"/>	FORGERY	INT				
<input type="checkbox"/>	GATHER INFORMATION	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL	WIS				
<input type="checkbox"/>	HIDE	* DEX				
<input type="checkbox"/>	INTIMIDATE	CHA				
<input type="checkbox"/>	JUMP	* STR				
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				
<input type="checkbox"/>	KNOWLEDGE (ARCHITECTURE)	INT				
<input type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT				
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT				
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT				
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT				
<input type="checkbox"/>	KNOWLEDGE (NOBILITY/ROYALTY)	INT				
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT				
<input type="checkbox"/>	LISTEN	WIS				
<input type="checkbox"/>	MOVE SILENTLY	* DEX				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM _____	CHA				
<input type="checkbox"/>	PERFORM _____	CHA				
<input type="checkbox"/>	PROFESSION _____	WIS				
<input type="checkbox"/>	RIDE	DEX				
<input type="checkbox"/>	SEARCH	INT				
<input type="checkbox"/>	SENSE MOTIVE	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	* DEX				
<input type="checkbox"/>	SPEAK LANGUAGE	none				
<input type="checkbox"/>	SPELLCRAFT	INT				
<input type="checkbox"/>	SPOT	WIS				
<input type="checkbox"/>	SURVIVAL	WIS				
<input type="checkbox"/>	SWIM	** STR				
<input type="checkbox"/>	TUMBLE	* DEX				
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE	DEX				

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