

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_ ORIGIN \_\_\_\_\_

CLASS \_\_\_\_\_ CHARACTER LEVEL \_\_\_\_\_ STARTING OCCUPATION \_\_\_\_\_

AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_ RACE \_\_\_\_\_

TOTAL INITIATIVE MODIFIER = DEX MODIFIER + MISC MODIFIER

BAB \_\_\_\_\_

SPEED \_\_\_\_\_

RADIATION EXPOSURE \_\_\_\_\_

TOTAL HP CURRENT HP

DEFENSE TOTAL = 10 + CLASS BONUS + EQUIPMENT BONUS + DEX MODIFIER + SIZE MODIFIER + MISC BONUS + ARMOR PENALTY

SAVING THROWS

FORTITUDE CONSTITUTION = BASE SAVE + ABILITY MODIFIER + MISC MODIFIER

REFLEX DEXTERITY = BASE SAVE + ABILITY MODIFIER + MISC MODIFIER

WILL WISDOM = BASE SAVE + ABILITY MODIFIER + MISC MODIFIER

TOTAL

REPUTATION \_\_\_\_\_

ACTION POINTS \_\_\_\_\_

ATTACKS

MELEE attack bonus = BASE ATTACK BONUS + STR MODIFIER + SIZE MODIFIER + MISC MODIFIER

RANGED attack bonus = BASE ATTACK BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER

TOTAL

Weapon

TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

Weapon

TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

Weapon

TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

Weapon

TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

ARMOR / PROTECTIVE ITEM

TYPE EQUIPMENT BONUS PROFICIENT Yes ☐ No ☐

ARMOR PENALTY WEIGHT SPEED SIZE MAX DEX DR SPECIAL PROPERTIES

ARMOR / PROTECTIVE ITEM

TYPE EQUIPMENT BONUS PROFICIENT Yes ☐ No ☐

ARMOR PENALTY WEIGHT SPEED SIZE MAX DEX DR SPECIAL PROPERTIES

Cross-Class	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	Max Ranks	
					RANKS	MISC MODIFIER
<input type="checkbox"/>	Balance	Dex			+	+
<input type="checkbox"/>	Barter	Cha			+	+
<input type="checkbox"/>	Bluff	Cha			+	+
<input type="checkbox"/>	Climb	Str			+	+
<input type="checkbox"/>	Computer Use	Int			+	+
<input type="checkbox"/>	Concentration	Con			+	+
<input type="checkbox"/>	Craft (_____)	Int			+	+
<input type="checkbox"/>	Craft (_____)	Int			+	+
<input type="checkbox"/>	Craft (_____)	Int			+	+
<input type="checkbox"/>	Decipher Script ■	Int			+	+
<input type="checkbox"/>	Demolitions ■	Int			+	+
<input type="checkbox"/>	Diplomacy	Cha			+	+
<input type="checkbox"/>	Disable Device ■	Int			+	+
<input type="checkbox"/>	Disguise	Cha			+	+
<input type="checkbox"/>	Drive	Dex			+	+
<input type="checkbox"/>	Escape Artist	Dex*			+	+
<input type="checkbox"/>	Forgery	Int			+	+
<input type="checkbox"/>	Gamble	Wis			+	+
<input type="checkbox"/>	Gather Information	Cha			+	+
<input type="checkbox"/>	Handle Animal ■	Cha			+	+
<input type="checkbox"/>	Hide	Dex*			+	+
<input type="checkbox"/>	Intimidate	Cha			+	+
<input type="checkbox"/>	Investigate ■	Int			+	+
<input type="checkbox"/>	Jump	Str*			+	+
<input type="checkbox"/>	Knowledge (_____)	Int			+	+
<input type="checkbox"/>	Knowledge (_____)	Int			+	+
<input type="checkbox"/>	Knowledge (_____)	Int			+	+
<input type="checkbox"/>	Listen	Wis			+	+
<input type="checkbox"/>	Move Silently	Dex*			+	+
<input type="checkbox"/>	Navigate	Int			+	+
<input type="checkbox"/>	Perform (_____)	Cha			+	+
<input type="checkbox"/>	Perform (_____)	Cha			+	+
<input type="checkbox"/>	Perform (_____)	Cha			+	+
<input type="checkbox"/>	Pilot ■	Dex			+	+
<input type="checkbox"/>	Profession	Wis			+	+
<input type="checkbox"/>	Read/Write Lang. (_____)	-			+	+
<input type="checkbox"/>	Read/Write Lang. (_____)	-			+	+
<input type="checkbox"/>	Read/Write Lang. (_____)	-			+	+
<input type="checkbox"/>	Repair ■	Int			+	+
<input type="checkbox"/>	Research	Int			+	+
<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 (_____)	-			+	+
<input type="checkbox"/>	Speak Language (_____)	-			+	+
<input type="checkbox"/>	Speak Language (_____)	-			+	+
<input type="checkbox"/>	Spot	Wis			+	+
<input type="checkbox"/>	Survival	Wis			+	+
<input type="checkbox"/>	Swim	Str*			+	+
<input type="checkbox"/>	Treat Injury	Wis			+	+
<input type="checkbox"/>	Tumble ■	Dex*			+	+
<input type="checkbox"/>	_____				+	+
<input type="checkbox"/>	_____				+	+
<input type="checkbox"/>	_____				+	+

CAMPAIGN

## EXPERIENCE POINTS

## GEAR

[illegible]

## TALENTS/SPECIAL ABILITIES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## FEATS

[illegible]This is a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines in total. The top-left corner of the paper is rounded.