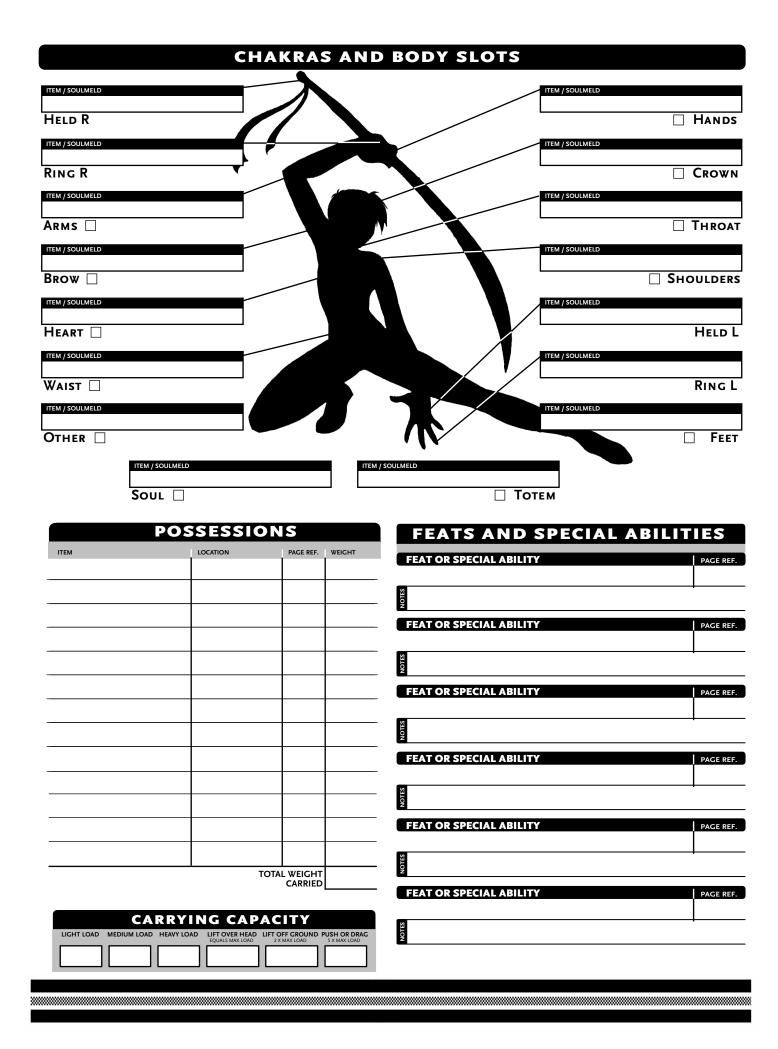


## CHARACTER SHEET

CHARACTER NAME PLAYER CLASS AND LEVEL RACE TYPE AND SUBTYPE SIZE GENDER HEIGHT WEIGHT ALIGNMENT RELIGION AGE CAMPAIGN ABILITY TEMPORARY TEMPORARY MODIFIER SCORE MODIFIER DEX SIZE NATURAL MODIFIER MODIFIER ARMOR TOTAL = 10 + DEX MAGIC/PSI RESISTANCE TOUCH ARMOR CLASS ENERGY RESISTANCE CON TELLIGENCE WIS DEX MISC. MODIFIER MODIFIER TOTAL ABILITY MAGIC MISC. TEMPORARY MODIFIER MODIFIER MODIFIER MODIFIER CONDITIONAL MODIFIERS INITIATIVE CHAPISMA FORTITUDE REFLEX (DEXTERITY BASE ATTACK BONUS SPEED **WEAPONS/ATTACKS** BASE ATTACK STRENGTH SIZE MISC. BONUS MODIFIER MODIFIER MODIFIER GRAPPLE ACTION POINTS WEAPON / ATTACK CRITICAL RANGE TYPE DMG TYPE NOTES **SKILLS** SKILL ABILITY MODIFIER MODIFIER RANKS **SKILL NAME** WEAPON / ATTACK ATTACK BONUS DAMAGE CRITICAL DEX\* ☐ ACROBATICS ■ □ ARCANA INT RANGE TYPE DMG TYPE ☐ ARTISTRY ■ INT □ ATHLETICS ■ STR\* ■ Business INT WEAPON / ATTACK ATTACK BONUS CRITICAL DAMAGE ☐ CHEMISTRY INT  $\square$  Craft INT ☐ CULTURE INT ☐ DISCIPLINE ■ CON ☐ ENGINEERING INT WEAPON / ATTACK ATTACK BONUS CRITICAL ☐ FOLKLORE ■ WIS ☐ INVESTIGATION ■ INT RANGE TYPE DMG TYPE ☐ LEGERDEMAIN ■ DEX☆ □ LINGUISTICS INT ☐ MEDICINE INT □ NEGOTIATION ■ CHA ARMOUR/PROTECTION ☐ Perception ■ WIS ☐ Perform ■ CHA ARMOUR/PROTECTIVE ITEM DEX♯ □ STEALTH ■ □ Subterfuge ■ CHA ☐ SURVIVAL ■ INT ☐ TACTICS INT SHIELD/PROTECTIVE ITEM AC TYPE ■ Denotes a skill that can be used untrained. \*Armor check penalty, if any, applies. ASF ACP SPECIAL PROPERTIES NOTES SHIELD/PROTECTIVE ITEM SHIELD/PROTECTIVE ITEM AC TYPE TYPE

	EXPERIENCE		
	NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT ECL	
	CLA	SS FEATURES	
	CLASS FEATURE	PAGE REF.	
	NOTES		
	CLASS FEATURE	PAGE REF.	
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CHARACTER ILLUSTRATION	CLASS FEATURE	PAGE REF.	
RACIAL TRAITS	NOTES		
	CLASS FEATURE	PAGE REF.	
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FEATS AND SPECIAL ABILITIES					
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MANOEUVRE OR STANCE TYPE LVL PAGE	GE REF.		L PAGE REF.		
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