

CHARACTER DATA			(CREATION: <input type="text"/> )
Name:			Gender:
Location & day of birth:			
Race:	Alignment:	/	Size:
Age:	Height:	Weight:	
Skin:	Hair:	Eyes:	

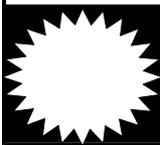
CLASSES & EXPERIENCE					
Class (F=FAVORED)	LVL	HD	HP	F	TOTAL LEVEL
a					
b					EXP. POINTS:
c					
d					EXP. NEXT LEVEL:
e					
f					PENALTY: %

ARMOR CLASS					
AC: <input type="text"/>	ARMOR	SHIELD	DEX.	SIZE	NAT.
=10+	DEFL.	FORCE	OTHER	OTHER	TMP
	ARCANE FAILURE: %		MAX DEX: <input type="text"/>		
TMP AC	ARMOR PENALTY: <input type="text"/>				
TOUCH	ARMOR IN USE:				
FLAT FOOTED	SHIELD IN USE:				
NOTES:					

SAVING THROWS										
	TOT. / TMP. TOT.	BASE	ABIL.	ITEM	MAGIC	OTH.	OTH.	TMP.		
Fortitude (CON)	<input type="text"/>									
Reflex (DEX)	<input type="text"/>									
Will (WIS)	<input type="text"/>									
NOTES:										

WEAPONS & COMBAT & SPELLCASTING																	
Weapon Name	Total attack bonus	Damage	Critical	Range	Size	Type	LVL\	1	2	3	4	5	6	7	8	9	10
			X				0										
			X				1										
			X				2										
							3										
							4										
DC: (lvl)	0	1	2	3	4	5	6	7	8	9							
Range:	Close			Medium			Long										
Staffs:																	
Notes:																	
	<input type="text"/>																
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	<input type="text"/>																

ABILITIES					
	VAL.	MOD.	TMP. VAL.	TMP. MOD.	EXTRA
STR					
DEX					
CON					
INT					
WIS					
CHA					

HIT POINTS	
TOTAL HP	CURRENT HP
	
NON LETHAL:	
DAMAGE REDUCTION	SPELL RESISTANCE
ELEMENTAL RESISTANCE	

BASE ATTACK BONUS					
CLASSES BAB.	BAB.	SIZE	STR.	MELEE	
a	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	
b	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	
c	<input type="text"/>	SIZE	DEX.	RANGED	
d	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	
e	<input type="text"/>	STR.	TWO WEAPON FIGHTING PENALTIES:		
f	<input type="text"/>	GRAPPLE	PRIMARY: <input type="text"/>		
			SECONDARY: <input type="text"/>		

INITIATIVE					
DEX.	FEAT	MAGIC	OTHER	TOTAL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>	











**SPELLS OF LEVEL:**

**(CLASS:**  **)**

**CD:**

PREPARED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> COMPONENTS V S M F DF XP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spell Name: _____	School: _____	
	Casting Time: _____	Range: _____	Duration: _____
	<input type="checkbox"/> Target <input type="checkbox"/> Effect <input type="checkbox"/> Area	S.T.: _____	S.R.: <input type="checkbox"/>
	Notes: _____	Source/ Page: _____	

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CLOSE RANGE = \_\_\_\_\_ MEDIUM RANGE = \_\_\_\_\_ LONG RANGE = \_\_\_\_\_

Notes: \_\_\_\_\_

**SPELLS OF LEVEL:** \_\_\_\_\_

**(CLASS:** \_\_\_\_\_ **)**

**CD:** \_\_\_\_\_

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