



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

CHARACTER TYPE AND LEVEL \_\_\_\_\_ CLAN/AUSPICE/ETC \_\_\_\_\_

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

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLECT				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP** HIT POINTS: \_\_\_\_\_

**DEF** DEFENSE: \_\_\_\_\_

**WOUNDS/CURRENT HP**

**NONLETHAL DAMAGE**

**SPEED**

**DAMAGE RED.**

TOTAL: \_\_\_\_\_

CLASS BONUS: \_\_\_\_\_ DEX MOD.: \_\_\_\_\_ SIZE MOD.: \_\_\_\_\_ NATURAL BONUS: \_\_\_\_\_ DEFLECT. MOD.: \_\_\_\_\_ MISC. MOD.: \_\_\_\_\_

**TOUCH** DEFENSE: \_\_\_\_\_

**FLAT-FOOTED** DEFENSE: \_\_\_\_\_

**INITIATIVE** MODIFIER: \_\_\_\_\_

**HUMANITY**

**BASE ATTACK BONUS**

**GRAPPLE** MODIFIER: \_\_\_\_\_

**SUPERNATURAL ENERGY** VITAE, ESSENCE, ETC.

CURRENT: \_\_\_\_\_ MAX: \_\_\_\_\_ CURRENT ROUND: \_\_\_\_\_

TOTAL: \_\_\_\_\_

BASE ATTACK BONUS: \_\_\_\_\_ STR. MOD.: \_\_\_\_\_ SIZE MOD.: \_\_\_\_\_ MISC. MOD.: \_\_\_\_\_

	TOTAL	BASE SAVE	ABILITY MOD.	MISC. MOD.	TEMP. MOD.	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> CONSTITUTION						
<b>REFLEX</b> DEXTERITY						
<b>WILL</b> WISDOM						

**ATTACK**

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE
NOTES				

AMMUNITION: \_\_\_\_\_

**ATTACK**

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE
NOTES				

AMMUNITION: \_\_\_\_\_

**ATTACK**

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE
NOTES				

AMMUNITION: \_\_\_\_\_

**ATTACK**

ATTACK BONUS	DAMAGE	CRITICAL	RANGE	TYPE
NOTES				

AMMUNITION: \_\_\_\_\_

**FOCUS SKILLS**

**SKILLS FOCUS**

MAX RANKS (CLASS/CROSS-CLASS): \_\_\_\_\_

SKILL NAME	KEY ABILITY	SKILL MOD.	ABILITY MOD.	RANKS	MISC. MOD.
------------	-------------	------------	--------------	-------	------------

- Appraise\* Int
- Balance\* Dex
- Bluff\* Cha
- Climb\* Str
- Computer Use\* Int
- Concentration\* Con
- Craft\* Int
- Craft\* Int
- Craft\* Int
- Demolitions<sup>1</sup> Int
- Diplomacy\* Cha
- Disable Device<sup>2</sup> Int
- Disguise\* Cha
- Drive Dex
- Escape Artist<sup>2</sup> Dex
- Forgery Int
- Gather Information Cha
- Handle Animal<sup>2</sup> Cha
- Heal Wis
- Hide<sup>2</sup> Dex
- Intimidate Cha
- Jump<sup>2</sup> Str
- Knowledge Int
- Knowledge Int
- Knowledge Int
- Listen Wis
- Move Silently<sup>2</sup> Dex
- Navigate Int
- Open Lock<sup>2</sup> Dex
- Perform Cha
- Pilot<sup>2</sup> Dex
- Profession<sup>1</sup> Wis
- Profession Int
- Repair<sup>2</sup> Int
- Research Int
- Ride Dex
- Search Int
- Sense Motive Wis
- Sleight of Hand<sup>2-4</sup> Dex
- Spellcraft<sup>2</sup> Int
- Spot Wis
- Survival Wis
- Swim<sup>2</sup> Str
- Tumble<sup>2-4</sup> Dex
- Use Rope Dex

\*Your defense check penalty applies to checks with this skill  
<sup>1</sup>You must be trained in this skill — must possess at least 1 rank in it — to use it effectively.  
<sup>2</sup>The Craft skill varies on whether or not you can use it untrained.

CAMPAIGN

EXPERIENCE

**GEAR**

**ARMOR**

<b>ARMOR</b>		
<b>TYPE</b>	<b>DAMAGE REDUCTION</b>	<b>DEFENSE PENALTY</b>
<b>SPEED PENALTY</b>	<b>WEIGHT</b>	<b>ARMOR CHECK PENALTY</b>

**POSSESSIONS**

ITEM	PG.	WT.	ITEM	PG.	WT.
<b>TOTAL WEIGHT CARRIED</b>					
<b>LIGHT LOAD</b>	<b>MEDIUM LOAD</b>	<b>HEAVY LOAD</b>	<b>LIFT OVER HEAD (MAX LOAD)</b>	<b>LIFT OFF GROUND (2x MAX LOAD)</b>	<b>PUSH OR DRAG (%x MAX LOAD)</b>

**FEATS**

PG.

**WEAKNESSES**

PG.

**CORE ABILITIES**

PG.

**LANGUAGES**

**TYPE FEATURES**

PG.

**SUPER NATURAL ABILITIES**

ABILITY	DC	COST	DUR	PG

**NOTES**