

**CHARACTER NAME:** \_\_\_\_\_ **CLASS:** \_\_\_\_\_ **LEVEL:** \_\_\_\_\_ **EXPERIENCE POINTS**  
**AGE:** \_\_\_\_\_ **SEX:** \_\_\_\_\_ **HEIGHT:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_ **HAIR:** \_\_\_\_\_ **EYES:** \_\_\_\_\_ **RACE:** \_\_\_\_\_ **XP**  
**MORALITY:** \_\_\_\_\_ **MORALITY POINTS:**  **MOTIVATION 1:** \_\_\_\_\_ **MOTIVATION 2:** \_\_\_\_\_

<b>STR</b>	Ability Score	Ability Mod	<b>HIT POINTS</b>	Maximum	Current	Injured Threshold	<b>ARMOR CLASS</b> <b>AC</b>	Temporary AC Bonus/Penalty	<b>SAVING THROWS</b>								
	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>	<b>FLAT-FOOTED AC</b> <input type="text"/> <b>AC vs CRITICAL</b> <input type="text"/> <b>TOUCH AC</b> <input type="text"/> Conditions / Effects: <input type="text"/>	<b>FORT</b> <input type="text"/> <b>REF</b> <input type="text"/> <b>WILL</b> <input type="text"/>	Total Save	Save Rating	Ability Mod	Other Bonus	
	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>			=	+	+	+	
	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>			<input type="text"/>	<input type="text"/>	+	+	+
	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>			<input type="text"/>	<input type="text"/>	+	+	+
	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>			<input type="text"/>	<input type="text"/>	+	+	+
<input type="text"/>	+	+	+														

**WIT RATING:**  **INITIATIVE:**   
Initiative Rating +WISMod+DEXMod  
**MOVE SPEED:**   
**SPECIAL ABILITIES & TRAITS:** \_\_\_\_\_  
 Confidence       **DOMINANT HAND:** \_\_\_\_\_  
**VISION & SENSES:** \_\_\_\_\_ **LANGUAGES:** \_\_\_\_\_

**Spell DC** **SPELLS (SL)** Prepared Spells & Notes **TOUCH ATTACKS:** RANGED  MELEE

SL \_\_\_ ( /DAY): \_\_\_\_\_  
 SL \_\_\_ ( /DAY): \_\_\_\_\_

**ARMOR & DEFENSES**

**ARMOR:**

**Armor Rating:** \_\_\_\_\_ **ARvC:** \_\_\_\_\_  
 Armor Type: Simple / Light / Med / Heavy  
 Mobility Penalty  Max DEX   
 Attack Penalty: \_\_\_\_\_  
**Damage Resistance:** \_\_\_\_\_  
 Time to Don: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Armor Details: *Tattered (-1AC)*

OTHER DEFENSES		+ to AC
DEX Mod		
Shield Rating (SR)		
Natural Armor		
Active Parry Roll: 1d20 + _____		

**Resistances:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Temporary Defenses:

AC = 10 + AR + DEXMod + SR + above modifiers  
 ACvsCrit = 10 + ARvC + DEXMod + SR + above mods  
 Touch AC = AC without Armor, Shield, Natural, Helm  
 FFAC = AC without DEX, Dodge, Shield

WEAPON:	Attack Bonus	Critical	Damage
Hand: R / L			
Attack Action:			
Other Info:			

**FEATS(F) & CLASS ABILITIES(CA)**


**STORY NOTES & OTHER STUFF**


Active Magical Effects:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Other Important Info:



