

NAME _____

LEVEL _____

CLASS & SPECIALIZATION _____

RACE _____

Lawful
 Neutral
 Chaotic
 ALIGNMENT

| | | |
|----------------------------|----------------------|----------------------------------|
| STR STRENGTH | <input type="text"/> | STR MOD. <input type="text"/> |
| DEX DEXTERITY | <input type="text"/> | DEX MOD. <input type="text"/> |
| CON CONSTITUTION | <input type="text"/> | CON MOD. <input type="text"/> |
| INT INTELLIGENCE | <input type="text"/> | INT MOD. <input type="text"/> |
| WIS WISDOM | <input type="text"/> | WIS MOD. <input type="text"/> |
| CHA CHARISMA | <input type="text"/> | CHA MOD. <input type="text"/> |

AC | ARMOUR CLASS

| | | |
|----------------------------------|--------------------------------|--------------------------------|
| DEX MOD. <input type="text"/> | ARMOUR <input type="text"/> | SHIELD <input type="text"/> |
| +10 | | |

HP | HIT POINTS

| | |
|----------------------------------|-------------------------------|
| CON MOD. <input type="text"/> | TOTAL <input type="text"/> |
| Current HP | |

BA | BASE ATTACK

| | | |
|----------------------------------|------------------------------|----------------------------------|
| STR MOD. <input type="text"/> | BASE <input type="text"/> | DEX MOD. <input type="text"/> |
| | | |

BAM **BAR**

PR | PROTECTION ROLL

| | | |
|------------------------------|------------------------------------|-----------------------------------|
| BASE <input type="text"/> | RACE/CLASS <input type="text"/> | ATTRIBUTE <input type="text"/> |
| | | |

DPR **CPR** **WPR**

Equipment

| | | |
|-------------------------|-------------------------|-------------------------|
| GP <input type="text"/> | SP <input type="text"/> | CP <input type="text"/> |
|-------------------------|-------------------------|-------------------------|

GEAR

Attacks & Abilities

| ATTACK | WEAPON | BA | DAMAGE |
|--------|--------|-------|--------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

RACE: _____ LANGUAGES: _____

1st LEVEL: _____ 3rd LEVEL: _____

6th LEVEL: _____ 10th LEVEL: _____

Load

| | |
|--------------------------|------------------------------|
| MAX <input type="text"/> | CURRENT <input type="text"/> |
|--------------------------|------------------------------|

Movement

| | |
|---------------------------|------------------------------|
| BASE <input type="text"/> | CURRENT <input type="text"/> |
|---------------------------|------------------------------|

Experience Points

| | |
|------------------------------|---------------------------------|
| CURRENT <input type="text"/> | NEXT LEVEL <input type="text"/> |
|------------------------------|---------------------------------|

