CHARACTER NAME	ALIGNMENT PLAYER			SKILLS	
CHARACTER NAME	ALIGINALIST FLATER		SKILL NAMES	Total Ability Ranks M	AISC
CHARACTER LEVEL	HOMELAND CAMPAIGN) ACROBATICS	= DEX + +	
		ROLEPLAYING GAME"C) Appraise	= INT + +	
RACE DEITY SIZE GENDER	ER AGE HEIGHT WEIGHT HAIR E		BLUFF -	= CHA + +	
ABILITY ABILITY ITEM ITEM SCORE MODIFIER SCORE MODIFIER	TEMP. TEMP. ER SCORE MODIFIER AC	TOTAL ARMOR DEX	CLIMB -	= STR + +	
STR			CRAFT ()	= INT + +	
	Тоисн	= 10+	CRAFT ()	= INT + +	
DEX	Flat - Footed	= 10+	CRAFT ()	= INT + +	
CON			DIPLOMACY -	= CHA + +	
	CMD	= 10	-	= DEX + +	
INT	Cherry	Combat Maneuver Bonus	-	= CHA + +	
Wis	SPEED FT.	SQ_ TOTAL BAB STR SIZE MISC	-	= DEX + +	
CIV	SPELL	= + + + +	-	= DEX + +	
СНА	Resistance		-	= CHA + +	
SAVING THROWS BASE ABIL.	NOTES:		-	= WIS + +	
TOTAL SAVE MOD. FORTITUDE =	¬┌──		-	= CHA + +	
(Constitution)	_		- · · · · · · · · · · · · · · · · · · ·	= INT + + + +	
REFLEX (DEXTERITY)			-	= INT + +	
			-	= INT + +	
WILL (WISDOM)			-	= INT + +	
Initiative Weapon			-	= INT + +	
ATTACK	BAB WEAPON ABILITY FEAT SI		-	= INT + +	
TOTAL DEX MISC			PERCEPTION	= WIS + +	
DAMAGE BASE ATTACK	Die Weapon Str Feat M	RANGE AMMUNITION	PERFORM ()	= CHA + +	
BONUS			PERFORM ()	= CHA + +	
HP WEAPON			PERFORM ()	= CHA + +	
HIT POINTS NON- LETHAL	BAB WEAPON ABILITY FEAT SI	E MISC. TEMPORARY CHANGES CRIT TYPE	PROFESSION ()	= WIS + +	
TOTAL: DAMAGE			PROFESSION ()	= WIS + +	
DAMAGE	DIE WEAPON STR FEAT M	RANGE AMMUNITION	RIDE	= DEX + +	
			SENSE MOTIVE	= WIS + +	
WEAPON			SLEIGHT OF HAND	= DEX + +	
ATTACK	BAB WEAPON ABILITY FEAT SI	e Misc. Temporary Changes Crit Type (SPELLCRAFT -	= INT + +	
DAVIGE	DIF WEAPON STR FEAT M		STEALTH -	= DEX + +	
DAMAGE	JI HEADY JIK IEAI M	IGANGE ANIMONTHON	SURVIVAL -	= WIS + +	
) SWIM	= STR + +	
WEAPON	BAB WEAPON ABILITY FEAT SI		USE MAGIC DEVICE	= CHA + +	
ATTACK	BAB WEAPON ABILITY FEAT SI) (= () + +	
Damage	DIE WEAPON STR FEAT M	PANCE AMMINITION) (= () + +	
) (= () + +	
DR NOTES:) (= () + +	

FEATS	BODY SLOTS	Experience points
TRAITS	HEAD NECK EYES ARMOR BODY SHOULDERS WRIST CHEST HANDS	EXERCISE POINTS
RACIAL TRAITS CLASS FEATURES / SPECIAL ABILITYS	RING RIGHT RING LEFT FEET ARMOR CLASS GEAR BONUS TYPE CHECK SPELL SPEED MAX DEX WEIGHT CP: SP: GP: PP:	
	EQUIPMENT	
LANGUAGES		Next Level Xp

SPELLS								Li	ST		
SPELLS SPELL SPELLS BONUS USED	Name	LVL	SCHOOL			SR	Range	AREA	Duration	Description	
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1ST											
2ND											
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SPELL-LIKE ABILITYS / NOTES					\dashv	\dashv					
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L = Learned, U= Used, SR = Spell Resistance											