

Charcter Name: _____ Player: _____

Level: _____ Class: _____ Village: _____

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
COM Comeliness	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	TOTAL	BASE SAVE	ABILITY MODIFIER	Power MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE CONSTITUTION	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WILL WISDOM	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

	TOTAL	TEMPORARY	CURRENT	SUBDUAL
HIT POINTS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DAMAGE REDUCTION	<input type="text"/>	INITIATIVE	<input type="text"/>
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	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK 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"/>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

CONDITIONAL MODIFIERS: _____

	TOTAL	BASE ATTACK BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK 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"/>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

CONDITIONAL MODIFIERS: _____

	TOTAL	ARMOR BONUS	Ability Bonus	DEXTERITY MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISCELLANEOUS MODIFIER	
ARMOR CLASS	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ 10
FLAT-FOOTED AC	<input type="text"/>	AC vs. TOUCH	<input type="text"/>	SPEED	<input type="text"/>	ARMOR CHECK PENALTY	<input type="text"/>		
ARMOR/ PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

CHI Total: _____ CHI Pool: _____ Possessed CHI: _____ Possessed DC: _____

Powers:

Cost

Level

Notes

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Ability

Cost

Level

Notes

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Techniques

Cost

Notes

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Feats:

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Knowledge Skills					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	
<input type="checkbox"/> Arcane	int	=	+	+	
<input type="checkbox"/> Area (_____)	int	=	+	+	
<input type="checkbox"/> Biochemical	int	=	+	+	
<input type="checkbox"/> Biological Science	int	=	+	+	
<input type="checkbox"/> Electronics	int	=	+	+	
<input type="checkbox"/> Foreign Culture	int	=	+	+	
<input type="checkbox"/> Geography	int	=	+	+	
<input type="checkbox"/> History	int	=	+	+	
<input type="checkbox"/> Law	int	=	+	+	
<input type="checkbox"/> Mechanics	int	=	+	+	
<input type="checkbox"/> Military Science	int	=	+	+	
<input type="checkbox"/> Nature	int	=	+	+	
<input type="checkbox"/> Occult	int	=	+	+	
<input type="checkbox"/> Poisons	int	=	+	+	
<input type="checkbox"/> Police Science	int	=	+	+	
<input type="checkbox"/> Religion	int	=	+	+	
<input type="checkbox"/> Spellcraft	int	=	+	+	
<input type="checkbox"/> Streetwise	int	=	+	+	
<input type="checkbox"/> (_____)	int	=	+	+	
<input type="checkbox"/> (_____)	int	=	+	+	
<input type="checkbox"/> (_____)	int	=	+	+	

Combat Skills					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	
<input type="checkbox"/> Acrobatics	dex	=	+	+	
<input type="checkbox"/> Balance	str	=	+	+	
<input type="checkbox"/> Climb	str	=	+	+	
<input type="checkbox"/> Concentration	con	=	+	+	
<input type="checkbox"/> Demolitions	wis	=	+	+	
<input type="checkbox"/> Disable Device	wis	=	+	+	
<input type="checkbox"/> Disguise	cha	=	+	+	
<input type="checkbox"/> Drive (_____)	dex	=	+	+	
<input type="checkbox"/> Escape Artist	dex	=	+	+	
<input type="checkbox"/> Hide	cha	=	+	+	
<input type="checkbox"/> Jump	str	=	+	+	
<input type="checkbox"/> Listen	wis	=	+	+	
<input type="checkbox"/> Martial Arts	str	=	+	+	
<input type="checkbox"/> Medical	wis	=	+	+	
<input type="checkbox"/> Move Silently	dex	=	+	+	
<input type="checkbox"/> Pilot (_____)	dex	=	+	+	
<input type="checkbox"/> Powerlifting	str	=	+	+	
<input type="checkbox"/> Ride (_____)	dex	=	+	+	
<input type="checkbox"/> Sleight of Hand	dex	=	+	+	
<input type="checkbox"/> Spot	wis	=	+	+	
<input type="checkbox"/> Tumble	dex	=	+	+	
<input type="checkbox"/>		=	+	+	
<input type="checkbox"/>		=	+	+	










Basic Skills					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	
<input type="checkbox"/> Animal Empathy	cha	=	+	+	
<input type="checkbox"/> Appraise	int	=	+	+	
<input type="checkbox"/> Bluff	cha	=	+	+	
<input type="checkbox"/> Computer Use	int	=	+	+	
<input type="checkbox"/> Decipher Script	int	=	+	+	
<input type="checkbox"/> Diplomacy	cha	=	+	+	
<input type="checkbox"/> Gamble	cha	=	+	+	
<input type="checkbox"/> Intimidate	cha	=	+	+	
<input type="checkbox"/> Investigate	int	=	+	+	
<input type="checkbox"/> Navigate	int	=	+	+	
<input type="checkbox"/> Open Lock	wis	=	+	+	
<input type="checkbox"/> Perform (_____)	cha	=	+	+	
<input type="checkbox"/> Pick Pocket	dex	=	+	+	
<input type="checkbox"/> Profession (_____)	int	=	+	+	
<input type="checkbox"/> Read Lips	int	=	+	+	
<input type="checkbox"/> Repair	int	=	+	+	
<input type="checkbox"/> Research	int	=	+	+	
<input type="checkbox"/> Search	int	=	+	+	
<input type="checkbox"/> Seduction	cha	=	+	+	
<input type="checkbox"/> Sense Motive	wis	=	+	+	
<input type="checkbox"/> Speak Languages	int	=	+	+	
<input type="checkbox"/> Swim	str	=	+	+	
<input type="checkbox"/>		=	+	+	

MONEY

RYO:

CEN:

PAI:

Character Name: _____ Age: _____ Sex: _____ Height: _____

Weight: _____ Eyes: _____ Hair: _____ Home Town: _____

Rank: _____ Team Leader: _____ Team: _____

Reputation Score: _____ Bad Rep Score: _____ Good Rep Score: _____

Defects:	Rank	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Advantages	Rank	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Equipment:

Character Background:
