

Name:				Class:		
Race:		Size:		Age:		Gender:
Height:		Weight:		Eyes:		Hair:
EXP:		Next Level		Hit Max		HP
Mana Max		Mana		Chi Max		Chi
Reputation		Element A		Alignment		Comedy A

Element A = Element Alignment Comedy A = Comedy Alignment

Stats	Score	Bonus	Boosted Bonus	Temp Mod
Strength STR				
Dexterity DEX				
Constitution CON				
Intelligence INT				
Wisdom WIS				
Charisma CHA				
Initiative	Total	MOD	Bonus	
1d20 +		=	+	



Save	Total	Mod	Class	Bonus
Fort Constitution		=	+ 1	+
Reflex Dexterity		=	+ 3	+
Will wisdom		=	+ 5	+

Defense Type	Total	Armor	Class	DEX MOD	Bonus	Temp Bonus
AC		=	+ 10	+		
Touch AC		=	N/A	+ 10	+	
Flat Footed		=	+ 10	N/A	+	
Damage Reduction		=	+ 10	+	+	
Elemental Resist		=	+ 10	+	+	

BAB	Melee Attack			Range Attack		
Weapon	Attack #	Damage	Crit. Range	Range	Type	Special

Ammo type	Ammo Amount	Damage Type	Special

Jewels	Treasure	Other

Racial Abilities:

Class Abilities:

Purchased Abilities:

<b>Tiers Abilities:</b>
Tier 1 Abilities:
Tier 2 Abilities:
Tier 3 Abilities:
Tier 4 Abilities:
Tier 5 Abilities:
Tier 6 Abilities:

<b>Feats:</b>

Skill	Stat	MOD		Ranks		Tool Bonus		Synergy Bonus		Bonus		Total
Acrobatics	DEX		+		+		+		+		=	
Animal Empathy	CHA		+		+		+		+		=	
Appraise	INT		+		+		+		+		=	
Bluff	CHA		+		+		+		+		=	
Climb	STR		+		+		+		+		=	
Concentration	CON		+		+		+		+		=	
Control Shape	CON		+		+		+		+		=	
Craft	INT		+		+		+		+		=	
Craft	INT		+		+		+		+		=	
Craft	INT		+		+		+		+		=	
Craft	INT		+		+		+		+		=	
Craft	INT		+		+		+		+		=	
Demolitions	WIS		+		+		+		+		=	
Decipher Script	INT		+		+		+		+		=	
Diplomacy	CHA		+		+		+		+		=	
Disable Device	WIS		+		+		+		+		=	
Disguise	CHA		+		+		+		+		=	
Drive	DEX		+		+		+		+		=	
Escape Artist	DEX		+		+		+		+		=	
Forgery	INT		+		+		+		+		=	
Gamble	CHA		+		+		+		+		=	
Gather Info	INT		+		+		+		+		=	
Intimidate	CHA		+		+		+		+		=	
Jump	STR		+		+		+		+		=	
Knowledge Area	INT		+		+		+		+		=	
Knowledge Astrology	INT		+		+		+		+		=	
Knowledge Biology	INT		+		+		+		+		=	
Knowledge Foreign Culture	INT		+		+		+		+		=	
Knowledge Geography	INT		+		+		+		+		=	
Knowledge History	INT		+		+		+		+		=	
Knowledge Law	INT		+		+		+		+		=	
Knowledge Mechanics	INT		+		+		+		+		=	
Knowledge Military Sciences	INT		+		+		+		+		=	
Knowledge Nature	INT		+		+		+		+		=	
Knowledge Occult	INT		+		+		+		+		=	
Knowledge Poisons	INT		+		+		+		+		=	
Knowledge Religion	INT		+		+		+		+		=	
Martial Arts	STR		+		+		+		+		=	
Medical	WIS		+		+		+		+		=	
Navigate	INT		+		+		+		+		=	
Notice	WIS		+		+		+		+		=	
Open Lock	WIS		+		+		+		+		=	
Perform	CHA		+		+		+		+		=	
Perform	CHA		+		+		+		+		=	
Pick Pocket	DEX		+		+		+		+		=	
Pilot	DEX		+		+		+		+		=	
Profession	WIS		+		+		+		+		=	
Profession	WIS		+		+		+		+		=	
Profession	WIS		+		+		+		+		=	
Profession	WIS		+		+		+		+		=	
Profession	WIS		+		+		+		+		=	
Read lips	INT		+		+		+		+		=	
Repair	INT		+		+		+		+		=	
Ride	DEX		+		+		+		+		=	
Search	WIS		+		+		+		+		=	
Seduction	CHA		+		+		+		+		=	
Stealth	DEX		+		+		+		+		=	
Streetwise	INT		+		+		+		+		=	
Survival	WIS		+		+		+		+		=	
Swim	STR		+		+		+		+		=	
Taunt	CHA		+		+		+		+		=	
Use Rope	DEX		+		+		+		+		=	
Use Magic Device	CHA		+		+		+		+		=	

\* = Marked as Cross class skills 1/2 level in max ranks

Quirks and Defects:

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Items:

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Character Background:	

Guild:		Place of Living:	
Home Town:		Cost of Home Upkeep:	
Reputation Score:		Nickname:	
Character Picture:			