

		LEVEL		EXPERIENCE	
<i>Race</i>				Next Level	
<i>Class</i>		<i>Favored Class</i>		<i>Alignment</i>	
<i>Class</i>					
<i>Class</i>		<i>Religion</i>			

Abilities	Scor.	Mod.
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		
Size		

Saves		Traits	
Fortitude (Con)		Race	
Reflex (Dex)			
Will (Wis)			
Hit Points			
		Class	
Non-lethal			
		Archetypes	

Initiative		Base Movement		Current Movement	
Load	<i>Light</i>		<i>Medium</i>		<i>Heavy</i>
Penalty					

SKILLS													
	Total	Ab	Rz	Cl	Rank		Total	Ab	Rz	Cl	Rank		
Languages													

CMB		Attack				+	Strength		+	Size
CMD	10	+	Attack			+	St + De		+	Size

FEATS			
Feat	Effect	Feat	Effect

WEAPON AND ARMOR FEATS			
Weapon		Armor	

WEAPONS

Base Attack

Weapon	Attack Bonus	Type	Damage	Critical	Range	Hardness	HP	Weight
Total								



DEFENSES

ARMOR CLASS (AC)

Armor	AC	Penalty	Max. Dex	SFC	Hardness	HP	Weight
<i>Shield</i>							
Total					-	-	

EQUIPMENT

		Weight			Weight
CLOTHING			BACKPACK		
WAIST			SACK		
BACK			Total Weight (weapons + armor + equipment)		

Gender	Age	Height	Weight

CHARACTER BACKGROUND

Step 1 - Homeland, Family and Childhood

Homeland	
Parents	
Siblings	
Circumstance of Birth	
Parent's Profession	
Major Childhood Event	

Step 2 - Adolescence and Training

Class Background	
Influential Associates	

Step 3 - Moral Conflicts, Relationships and Drawbacks

Conflicts	
Conflict Subject	
Conflict Motivation	
Resolution	
Deity and Religious Philos.	
Romantic Relationships	
Relations. w/ Fellow Adve.	
Drawback	