Character		Level		Max HP	

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
/	/	/	/	/	/

Fortitude	Reflex	Will	Initiative	Move	BAB

Attack	Attack Bonus	Damage	Critical	Range	Type

Armor Class (Normal / Flat-footed / Touch)			
Check Penalty / Max Dexterity Bonus			

Armor/Weapon Proficiencies		

Primary Skills (modified and passive)								
Acrobatics	Dex	/	Intimidation	Cha	/	Manipulate Device	Dex	/
Animal Handling	Cha	/	Investigation	Int	/	Perception	Wis	/
Athletics	Str	/	Knowledge Arcana	Int	/	Perform	Cha	/
Concentration	Con	/	Knowledge History	Int	/	Persuasion	Cha	/
Deception	Cha	/	Knowledge Nature	Int	/	Sleight of Hand	Dex	/
Heal	Wis	/	Knowledge Religion	Int	/	Stealth	Dex	/
Insight	Wis	/	Language	Int	/	Survival	Wis	/
Craft/Profession Skills (modified and passive)								
		/			/			/
		/			/			/

Mundane Feats / Powers / Notes

Equipment

Wealth:

Notes