

ABILITIES						Weapon			ATK			DMG/Crit			Class & Level		Player	
STR	DEX	CON	INT	WIS	CHA													
CHARACTER NAME						SAVES:			Fortitude			Reflex			Will			
Acrobatics	Diplomacy	*Handle Animal	Perception	*Slight of Hand	Use Magic Device	HP	T/FF		CMB	CMD		Money			Race		Alignment	
Appraise	*Disable Device	Heal	Prof (____)	*Spellcraft	Initiative	AC						CP	Special Abilities & Traits					
Bluff	Disguise	Intimidate	*Prof (____)	Stealth	Speed	FEATS			GEAR			SP						
Climb	Escape Artist	*Know (____)	Ride	Survival	XP							GP						
Craft (____)	Fly	*Linguistics	Sense Motive	Swim								PP						

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