### ABILITIES

<table>
<thead>
<tr>
<th>STR (Strength)</th>
<th>DEX (Dexterity)</th>
<th>CON (Constitution)</th>
<th>INT (Intelligence)</th>
<th>WIS (Wisdom)</th>
<th>CHA (Charisma)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ability Score</td>
<td>Ability Modifier</td>
<td>Temporary Score</td>
<td>Temporary Modifier</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### HP (Hit Points)

- [ ] Health Points
- [ ] Current HP
- [ ] Armor Class
- [ ] Total

### DEFENSE

- Defense
- Initiative

### Initiative Modifier

- Total
- Class Bonus
- Equipment Bonus
- Dex Modifier
- Size Modifier
- Misc Modifier

### BASE ATTACK

- Base Attack Bonus
- Dex Modifier
- Size Modifier
- Misc Modifier

### SPEED

- Base Attack Bonus
- Dex Modifier
- Size Modifier
- Misc Modifier

### MELEE

- Attack Bonus
- Size Modifier
- Special Properties

### RANGED

- Attack Bonus
- Size Modifier
- Special Properties

### ATTACKS

- Melee
- Ranged

### SAVING THROWS

- Fortitude (Constitution)
- Reflex (Dexterity)
- Will (Wisdom)

### FORTITUDE MODIFIER

- Total
- Base Save
- Ability Modifier
- Misc Modifier

### REPUTATION

### ACTION POINTS

### WEALTH BONUS

### SKILLS

<table>
<thead>
<tr>
<th>Skill Name</th>
<th>Key Ability</th>
<th>Ability Modifier</th>
<th>Ability Modifier</th>
<th>Ranks</th>
<th>Misc Modifier</th>
</tr>
</thead>
</table>

- Balance
- Bluff
- Climb
- Computer Use
- Concentration
- Craft
- Craft
- Craft
- Decipher Script
- Demolitions
- Diplomacy
- Disable Device
- Disguise
- Drive
- Escape Artist
- Forgery
- Gamble
- Gather Information
- Handle Animal
- Hide
- Intimidate
- Investigate
- Jump
- Knowledge
- Knowledge
- Knowledge
- Listen
- Move Silently
- Navigate
- Perform
- Perform
- Perform
- Pilot
- Profession
- Read/Write Lang.
- Read/Write Lang.
- Read/Write Lang.
- Repair
- Research
- Ride
- Search
- Sense Motive
- Sleight of Hand
- Speak Language
- Speak Language
- Speak Language
- Spot
- Survival
- Swim
- Treat Injury
- Tumble

### WEAPON

<table>
<thead>
<tr>
<th>Range</th>
<th>Weight</th>
<th>Type</th>
<th>Size</th>
<th>Special Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tr>
</tbody>
</table>

### ARMOR/PROTECTIVE ITEM

<table>
<thead>
<tr>
<th>Type</th>
<th>Equipment Bonus</th>
<th>Proficiency?</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Yes □ No □</td>
</tr>
</tbody>
</table>

- Armor Penalty
- Weight
- Speed
- Size
- Max Dex

*Skills marked with □ can’t be used untrained.Armor penalty, if any, applies.*
<table>
<thead>
<tr>
<th>ITEM</th>
<th>WT.</th>
<th>ITEM</th>
<th>WT.</th>
</tr>
</thead>
<tbody>
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</tbody>
</table>

### GEAR

### ALLEGIANCES

### LANGUAGES

### FX ABILITIES

### TALENTS/SPECIAL ABILITIES

*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type. **You can gain this feat multiple times. Its effects stack.*