



CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	SCORE	MOD.	TEMP. SCORE	TEMP. MOD.	HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION					INITIATIVE		
INT INTELLIGENCE					DAMAGE REDUCTION		
WIS WISDOM					POWER 1		
CHA CHARISMA					POWER 2		
AC ARMOR CLASS							
TOUCH AC					FLAT FOOTED AC		

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC. MOD.	TEMP. MOD.
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						
B.A.B.		SPELL RESISTANCE		ENERGY RESISTANCE		
CMB						
CMD						

WEAPON	
CRITICAL	TYPE
	RANGE
	AMMO
ATTACK	DAMAGE

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MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	
FLY	MANEUVERABILITY	SWIM	CLIMB
TEMP. MODS			

SKILLS

SKILL NAMES	TOTAL	ABILIT	RANKS	MISC
<input type="checkbox"/> ACROBATICS	=DEX	+	+	
<input type="checkbox"/> APPRAISE	=INT	+	+	
<input checked="" type="checkbox"/> ARTISTRY	=INT	+	+	
<input type="checkbox"/> BLUFF	=CHA	+	+	
<input checked="" type="checkbox"/> CLIMB	=STR	+	+	
<input checked="" type="checkbox"/> CRAFT (A)	=INT	+	+	
<input checked="" type="checkbox"/> CRAFT (B)	=INT	+	+	
<input checked="" type="checkbox"/> CRAFT (C)	=INT	+	+	
<input type="checkbox"/> DIPLOMACY	=CHA	+	+	
<input type="checkbox"/> DISABLE DEVICE*	=DEX	+	+	
<input type="checkbox"/> DISGUISE	=CHA	+	+	
<input type="checkbox"/> ESCAPE ARTIST	=DEX	+	+	
<input type="checkbox"/> FLY	=DEX	+	+	
<input checked="" type="checkbox"/> HANDLE ANIMAL*	=CHA	+	+	
<input type="checkbox"/> HEAL	=WIS	+	+	
<input checked="" type="checkbox"/> INTIMIDATE	=CHA	+	+	
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (NATURE)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (PLANES)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	=INT	+	+	
<input type="checkbox"/> LINGUISTICS*	=INT	+	+	
<input checked="" type="checkbox"/> LORE*	=INT	+	+	
<input type="checkbox"/> PERCEPTION	=WIS	+	+	
<input checked="" type="checkbox"/> PERFORM (A)	=CHA	+	+	
<input checked="" type="checkbox"/> PERFORM (B)	=CHA	+	+	
<input checked="" type="checkbox"/> PROFESSION (A)*	=WIS	+	+	
<input checked="" type="checkbox"/> PROFESSION (B)*	=WIS	+	+	
<input checked="" type="checkbox"/> RIDE	=DEX	+	+	
<input type="checkbox"/> SENSE MOTIVE	=WIS	+	+	
<input type="checkbox"/> SLEIGHT OF HAND*	=DEX	+	+	
<input type="checkbox"/> SPELLCRAFT*	=INT	+	+	
<input type="checkbox"/> STEALTH	=DEX	+	+	
<input checked="" type="checkbox"/> SURVIVAL	=WIS	+	+	
<input checked="" type="checkbox"/> SWIM	=STR	+	+	
<input type="checkbox"/> USE MAGIC DEVICE*	=CHA	+	+	

X CLASS SKILL *TRAINED ONLY

CONDITIONAL MODIFIERS

LANGUAGES

ARMOR ITEM	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

FEATS
Advanced Armor Training
Armor Focus
Armor Proficiency, Light
Armor Proficiency, Medium
Dodge
Greater Shield Focus
Improved Initiative
Mobility
Performance Weapon Mastery
Shield Focus
Shield Proficiency
Spring Attack
Spring-Heeled Sprint
Spring-Heeled Style
Weapon Focus: Gladius
Weapon Proficiency, Martial(all)
Weapon Proficiency, Simple

WEAPON TRAINING
Blades, Light
Spears
OTHER SPECIALS
Armor Training +2
Fame
Weapon Training +2

[illegible]

HEAD	QTY.	LBS.
HEADBAND	QTY.	LBS.
EYES	QTY.	LBS.
SHOULDERS	QTY.	LBS.
NECK	QTY.	LBS.
CHEST	QTY.	LBS.
BODY	QTY.	LBS.
BELT	QTY.	LBS.
WRIST	QTY.	LBS.
HANDS	QTY.	LBS.
FEET	QTY.	LBS.
RINGS	QTY.	LBS.

PLAY NOTES

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

PP
GP
SP
GP

EXPERIENCE POINTS
NEXT LEVEL

FEATS

ADVANCED ARMOR TRAINING

Requirements: Armor training class feature, fighter level 3rd. This feat can be taken more than once, but at most once per 3 fighter levels.

Select one advanced armor training option.

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ARMOR FOCUS

Requirements: Base attack bonus +1, proficiency with selected armor.

Select one type of armor, such as chain shirt or splint mail. the AC bonus granted by the selected armor increases by 1.

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ARMOR PROFICIENCY, LIGHT

Requirements: None

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

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ARMOR PROFICIENCY, MEDIUM

Requirements: Light Armor Proficiency.

See Armor Proficiency, Light.

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DODGE

Requirements: Dex 13.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

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GREATER SHIELD FOCUS

Requirements: Shield Focus, Shield Proficiency, 8th-level fighter.

Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

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IMPROVED INITIATIVE

Requirements: None

You get a +4 bonus on initiative checks.

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MOBILITY

Requirements: Dex 13, Dodge.

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

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PERFORMANCE WEAPON MASTERY

Requirements: None

You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).
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SHIELD FOCUS

Requirements: Shield Proficiency, base attack bonus +1.
Increase the AC bonus granted by any shield you are using by 1.
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SHIELD PROFICIENCY

Requirements: None
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.
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SPRING ATTACK

Requirements: Dex 13, Dodge, Mobility, base attack bonus +4.
As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.
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SPRING-HEELED SPRINT

Requirements: Dex 15, Dodge, Mobility, Shot on the Run or Spring Attack, Spring-Heeled Style, base attack bonus +7, proficiency with light armor.
While using Spring-Heeled Style, you can move up to twice your speed when using the Shot on the Run or Spring Attack feats
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SPRING-HEELED STYLE

Requirements: Dex 13, Dodge, Mobility, Shot on the Run or Spring Attack, base attack bonus +4, proficiency with light armor.
If using this style during any round in which you take a move action to move 10 or more feet, you gain a +2 bonus on weapon attack rolls until the start of your next turn. While using this style, you gain the AC bonus from Mobility against attacks of opportunity provoked by making a ranged attack or loading a ranged weapon.
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WEAPON FOCUS

Requirements: Proficiency with selected weapon, base attack bonus +1.
You gain a +1 bonus on all attack rolls you make using the selected weapon.
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WEAPON PROFICIENCY, MARTIAL(ALL)

Requirements: Awarded by class.
Proficiency with all martial weapons.
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WEAPON PROFICIENCY, SIMPLE

Requirements: None
You make attack rolls with simple weapons without penalty.
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