

STATISTICS

Rank

Character Name

Nationality

Player Name

Class

ABILITIES

STR Strength	SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
DEX Dexterity	SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
CON Constitution	SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
INT Intelligence	SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
WIS Wisdom	SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
CHA Charisma	SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD

MELEE

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
<input type="text"/> STR	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> 1ST	= <input type="text"/>
			+ <input type="text"/> 2ND	= <input type="text"/>
			+ <input type="text"/> 3RD	= <input type="text"/>
			+ <input type="text"/> 4TH	= <input type="text"/>
			+ <input type="text"/> 5TH	= <input type="text"/>

RANGED

ABILITY MOD	SIZE	MISC	BASE ATTACK	TOTAL
<input type="text"/> DEX	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> 1ST	= <input type="text"/>
			+ <input type="text"/> 2ND	= <input type="text"/>
			+ <input type="text"/> 3RD	= <input type="text"/>
			+ <input type="text"/> 4TH	= <input type="text"/>
			+ <input type="text"/> 5TH	= <input type="text"/>

WEAPONS

NAME			ROUNDS										
RANGE	CRITICAL	DAMAGE	MISC	+	FEAT	+	HAND	+	ABILITY MOD	+	BASE	=	TOTAL
NAME			ROUNDS										
RANGE	CRITICAL	DAMAGE	MISC	+	FEAT	+	HAND	+	ABILITY MOD	+	BASE	=	TOTAL

TEMP	MISC	SIZE	ABILITY MOD	SHIELD	ARMOR	BASE	TOTAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> + DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/> AC
TEMP	MISC		ABILITY MOD			BASE	TOTAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> + DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/> REF
TEMP	MISC		ABILITY MOD			BASE	TOTAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> + CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/> FOR
TEMP	MISC		ABILITY MOD			BASE	TOTAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/> + WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/> WIL

SKILLS

EXPERIENCE

CURRENT	MEDALS
NEXT LEVEL	

EQUIPMENT

LANGUAGES

CLASS FEATURES

CARRYING LOAD

LOAD	
MAX DEX BONUS	
CHECK PENALTY	
SPEED	
RUN	

VEHICLE

NAME	TYPE	AC	DP	SIZE	SPEED
WEAPONS					SUSPENSION
RANGE		AMMO			
ARMOR					
SPECIAL					

DESCRIPTION

AGE
GENDER
WEIGHT
HEIGHT
SIZE
MISC

CHARACTER SKETCH

