

Appearance			
Hair Color		Hair Style	
Height	Weight	Skin Color	Eyes Color

Ammunition:



	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Conditional Modifiers
Fortitude	[] = [] + [] + [] + [] + [] + [] + []						
Reflex	[] = [] + [] + [] + [] + [] + [] + []						
Will	[] = [] + [] + [] + [] + [] + [] + []						

Skills					
Skillname	Key	Total	Ability	Rank	Misc

<u>Appraise</u>	<u>Int</u>				
<u>Balance</u>	<u>Dex*</u>	=	+	+	
<u>Bluff</u>	<u>Cha</u>			+	
<u>Climb</u>	<u>Str*</u>	=	+	+	
<u>Concentration</u>	<u>Con</u>			+	
<u>Craft</u>	<u>Int</u>			+	
<u>Decipher Script</u>	<u>Int</u>	=	+	+	
<u>Diplomacy</u>	<u>Cha</u>	=	+	+	
<u>Disable Device</u>	<u>Int</u>			+	
<u>Disguise</u>	<u>Cha</u>			+	
<u>Escape Artist</u>	<u>Dex*</u>	=	+	+	
<u>Forgery</u>	<u>Int</u>			+	
<u>Gather Information</u>	<u>Cha</u>	=	+	+	
<u>Handle Animal</u>	<u>Cha</u>			+	
<u>Heal</u>	<u>Wis</u>	=		+	
<u>Hide</u>	<u>Dex*</u>	=	+	+	
<u>Intimidate</u>	<u>Cha</u>	=	+	+	
<u>Jump</u>	<u>Str*</u>			+	
<u>Knowledge (arcana)</u>	<u>Int</u>	=		+	
<u>Knowledge (architecture)</u>	<u>Int</u>			+	
<u>Knowledge (dungeons)</u>	<u>Int</u>	=	+	+	
<u>Knowledge (geography)</u>	<u>Int</u>			+	
<u>Knowledge (history)</u>	<u>Int</u>	=	+	+	
<u>Knowledge (local)</u>	<u>Int</u>			+	
<u>Knowledge (nature)</u>	<u>Int</u>	=		+	
<u>Knowledge (nobility)</u>	<u>Int</u>	=	+	+	
<u>Knowledge (religion)</u>	<u>Int</u>	=	+	+	
<u>Knowledge (planes)</u>	<u>Int</u>	=		+	
<u>Listen</u>	<u>Wis</u>			+	
<u>Move Silently</u>	<u>Dex*</u>	=	+	+	
<u>Open Lock</u>	<u>Dex</u>			+	
<u>Perform</u>	<u>Cha</u>	=		+	
<u>Profession</u>	<u>Wis</u>			+	
<u>Ride</u>	<u>Dex</u>	=		+	
<u>Search</u>	<u>Int</u>			+	
<u>Sense Motive</u>	<u>Wis</u>	=		+	
<u>Sleight of Hand</u>	<u>Dex*</u>	=	+	+	
<u>Speak Language</u>	<u>Int</u>	=		+	
<u>Spellcraft</u>	<u>Int</u>			+	
<u>Spot</u>	<u>Wis</u>	=		+	
<u>Survival</u>	<u>Wis</u>	=		+	
<u>Swim</u>	<u>Str*</u>	=	+	+	
<u>Tumble</u>	<u>Dex*</u>	=	+	+	
<u>Use Magic Device</u>	<u>Cha</u>			+	
<u>Use Rope</u>	<u>Dex</u>	=	+	+	

