Name:			**Armor Class:**		**Alignment:**	
Campaign date:			**Hit Points:**		**Gold:**	

(Req.)		**Base**	**Race**	**RacialAdjectives**	**Trading**	**Level**	**Items**	**Total**	**Effects**	**Adj.Total**	**Overwrite(set stat)**	**Bonustype**	**Bonus**
( )	**Str**												
( )	**Dex**												
( )	**Con**												
( )	**Int**												
( )	**Wis**												
( )	**Chr**												
( )	*(Cml)*												
( )	*(Luck)*												

Raw XP: **XP Multiplier:** x   **XP Divisor:** ÷   **Net XP:**

Class #1:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #2:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #3:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #4:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #5:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #6:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #7:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	
Class #8:		**Level:**		**XP:**		**ML:**		**CL:**		**Wpn Prof:**		**HD/level**		**hp**	

Class Adjectives:	**Total**	
	Race hp	

Base Race and Abilities:

Racial Adjectives and Abilities:

Class / Miscellaneous Abilities:

Saves	**Class**	**Items**	**Other**	**Total**
PPD				
RSW				
PP				
BW				
Spell				
Fort				
Refl				
Will				

Progressions:	**Min**			**Maj**			**Gra**			**Sup**			**Ult**		
SL:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Class #1:																
Bonus #1:																
Class #2:																
Bonus #2:																
Class #3:																
Bonus #3:																
Class #4:																
Bonus #4:																
Class #5:																
Bonus #5:																

Name:	
Campaign date:	

Armor Class (AC):

10 (base AC)	10
Race	
Armor	
Shields	
Dex	
Class abilities	
Martial arts	
Misc. items	
Spell effects	
Psi effects	
Total AC:	

Actions	
V	
P	
M	
S	
F	
X	
A	
B	
C	
QV	
QP	
QM	
QQV	
QQP	
QQM	

BlahR's	
CR	
DR	
ER	
IR	
MR	
NR	
PR	
RR	
SR	
TechR	
WR	
XR	

Weapon #1:	
Item (what is it):	
Number of Attacks:	

Weapon #2:	
Item (what is it):	
Number of Attacks:	

Weapon #3:	
Item (what is it):	
Number of Attacks:	

Weapon #1:	
To Hit bonus (TH or AB):	
Race	
Base (class)	
Class abilities	
Str	
Dex	
2 (if unarmed)	
Specialization	
Weapon mastery	
Weapon plusses	
Misc. items	
Off-hand penalty	
Spell effects	
Psi effects	
Total TH	

Weapon #2:	
To Hit bonus (TH or AB):	
Race	
Base (class)	
Class abilities	
Str	
Dex	
2 (if unarmed)	
Specialization	
Weapon mastery	
Weapon plusses	
Misc. items	
Off-hand penalty	
Spell effects	
Psi effects	
Total TH	

Weapon #3:	
To Hit bonus (TH or AB):	
Race	
Base (class)	
Class abilities	
Str	
Dex	
2 (if unarmed)	
Specialization	
Weapon mastery	
Weapon plusses	
Misc. items	
Off-hand penalty	
Spell effects	
Psi effects	
Total TH	

Weapon #1:		
Damage bonus (dmg):		
Race		
Base (class)		
Class abilities		
Str		
Specialization		
Weapon mastery		
Weapon plusses		
Misc. items		
Off-hand penalty		
Spell effects		
Psi effects		
Total dmg bonus		
Weapon base dmg		
Average dmg		
(Backstab mult.)	(x	)
(Avg Backstab)	(	)

Weapon #2:		
Damage bonus (dmg):		
Race		
Base (class)		
Class abilities		
Str		
Specialization		
Weapon mastery		
Weapon plusses		
Misc. items		
Off-hand penalty		
Spell effects		
Psi effects		
Total dmg bonus		
Weapon base dmg		
Average dmg		
(Backstab mult.)	(x	)
(Avg Backstab)	(	)

Weapon #3:		
Damage bonus (dmg):		
Race		
Base (class)		
Class abilities		
Str		
Specialization		
Weapon mastery		
Weapon plusses		
Misc. items		
Off-hand penalty		
Spell effects		
Psi effects		
Total dmg bonus		
Weapon base dmg		
Average dmg		
(Backstab mult.)	(x	)
(Avg Backstab)	(	)

Name:	
Campaign date:	

Weapon Proficiencies	Total =		Slots

Nonweapon Prof.	Total =		Slots

Kits	Total =		Slots

Feats	Total =		Slots

Equipment