

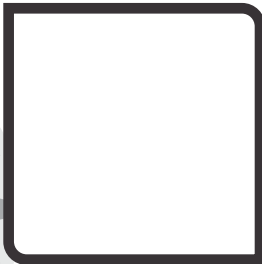
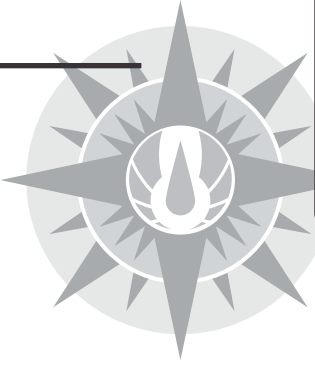
NAME _____

Race: _____

Gender: _____ Alignment: _____

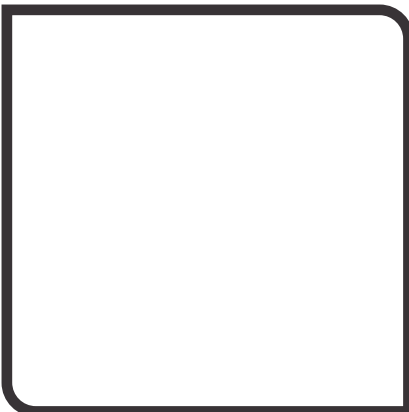
Homeland: _____

Trait: _____



Key Item/Symbol

STUDENT PROFILE



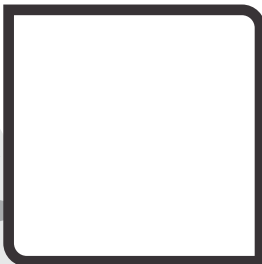
NAME _____

Race: _____

Gender: _____ Alignment: _____

Homeland: _____

Trait: _____



Key Item/Symbol

STUDENT PROFILE

STATISTICS

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Score Mod	Score Mod	Score Mod	Score Mod	Score Mod	Score Mod

Modifiers are calculated as: (Score-10)/2. If positive, round down. If negative, round up.

ARMOUR	SAVES	Conditional Mods	SPEED (BASE)
AC <input type="text"/>	FORT <input type="text"/>	<input type="text"/>	<input type="text"/>
AC TOUCH <input type="text"/>	REF <input type="text"/>	<input type="text"/>	OTHER MOVEMENT TYPE <input type="text"/>
AC FF <input type="text"/>	WILL <input type="text"/>	<input type="text"/>	OTHER MOVEMENT TYPE <input type="text"/>
ATTACKS			HP <input type="text"/>
MELEE <input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	CMB <input type="text"/>	Max. Neg HP (CON Score) <input type="text"/>
RANGED <input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	CMD <input type="text"/>	INITIATIVE <input type="text"/>

ITEMS

	WEIGHT		WEIGHT

SKILLS

Acrobatics: <input type="text"/>	Intimidate: <input type="text"/>	Prfrm <input type="text"/> : <input type="text"/>
Appraise: <input type="text"/>	*K: Arcana: <input type="text"/>	*Prof <input type="text"/> : <input type="text"/>
Bluff: <input type="text"/>	*K: Dngneer: <input type="text"/>	*Prof <input type="text"/> : <input type="text"/>
Climb: <input type="text"/>	*K: Engineer: <input type="text"/>	Ride: <input type="text"/>
Craft <input type="text"/> : <input type="text"/>	*K: Geo: <input type="text"/>	Sense Motive: <input type="text"/>
Craft <input type="text"/> : <input type="text"/>	*K: History: <input type="text"/>	*Sight of Hand: <input type="text"/>
Diplomacy: <input type="text"/>	*K: Local: <input type="text"/>	*Spellcraft: <input type="text"/>
*Disable Dev: <input type="text"/>	*K: Nature: <input type="text"/>	Stealth: <input type="text"/>
Disguise: <input type="text"/>	*K: Nobility: <input type="text"/>	Survival: <input type="text"/>
Escape Artist: <input type="text"/>	*K: Planes: <input type="text"/>	Swim: <input type="text"/>
Fly: <input type="text"/>	*K: Religion: <input type="text"/>	*UMD: <input type="text"/>
*Hndl Animal: <input type="text"/>	*Linguistics: <input type="text"/>	
Heal: <input type="text"/>	Perception: <input type="text"/>	

NOTES

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AC TOUCH <input type="text"/>	REF <input type="text"/>	<input type="text"/>	OTHER MOVEMENT TYPE <input type="text"/>
AC FF <input type="text"/>	WILL <input type="text"/>	<input type="text"/>	OTHER MOVEMENT TYPE <input type="text"/>
ATTACKS			HP <input type="text"/>
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RANGED <input type="text"/>	= <input type="text"/> + <input type="text"/> + <input type="text"/>	CMD <input type="text"/>	INITIATIVE <input type="text"/>

ITEMS

	WEIGHT		WEIGHT

SKILLS

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Appraise: <input type="text"/>	*K: Arcana: <input type="text"/>	*Prof <input type="text"/> : <input type="text"/>
Bluff: <input type="text"/>	*K: Dngneer: <input type="text"/>	*Prof <input type="text"/> : <input type="text"/>
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NOTES
