

Character \_\_\_\_\_  
 Class \_\_\_\_\_  
 Legendary Class \_\_\_\_\_  
 Legendary Path \_\_\_\_\_  
 Race \_\_\_\_\_  
 Patron Immortal/Religion \_\_\_\_\_  
 Origin \_\_\_\_\_

Player \_\_\_\_\_  
 Level \_\_\_\_\_  
 Level \_\_\_\_\_  
 Circle \_\_\_\_\_  
 Experience \_\_\_\_\_  
 Next Level \_\_\_\_\_  
 Alignment \_\_\_\_\_

LEGEND POINTS

**ABILITY SCORES**

	SCORE	MODIFIER	TEMP SCORE	MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

**HIT POINTS**

CURRENT

TOTAL

DIE TYPE(S)

DAMAGE REDUCTION

**SAVING THROWS**

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE								
REFLEX								
WILL								

SPELL RESISTANCE

SAVE BONUSES \_\_\_\_\_

**INITIATIVE**

TOTAL =  +  +  +

**SPEED**

TOTAL  MODIFIED

**ARMOR**

AC = 10 +

MODIFIERS						
ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC	MISC

AC WHEN FLAT FOOTED

AC VERSUS TOUCH ATTACKS

MAX DEXTERITY BONUS

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

**ATTACK ROLLS**

	TOTAL	2ND	3RD	4TH	1	2	3	4	ABILITY	SIZE	MISC	MISC
MELEE (Str)									STR			
MELEE (Dex)									DEX			
RANGED									DEX			
GRAPPLE									STR			

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

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WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

	TOTAL	RANKS	ABILITY MODIFIER	MISC MODIFIER
Appraise ♦			+ Int	+
Balance ♦			+ Dex *	+
Bluff ♦			+ Cha	+
Climb ♦			+ Str*	+
Concentration ♦			+ Con	+
Craft ♦			+ Int	+
Decipher Script			+ Int	+
Diplomacy ♦			+ Cha	+
Disable Device			+ Int	+
Disguise ♦			+ Cha	+
Escape Artist ♦			+ Dex *	+
Forgery ♦			+ Int	+
Gather Information ♦			+ Cha	+
Handle Animal			+ Cha	+
Heal ♦			+ Wis	+
Hide ♦			+ Dex *	+
Intimidate ♦			+ Cha	+
Jump ♦			+ Str *	+
Knowledge ( )			+ Int	+
Knowledge ( )			+ Int	+
Knowledge ( )			+ Int	+
Knowledge ( )			+ Int	+
Listen ♦			+ Wis	+
Move Silently ♦			+ Dex *	+
Open Lock			+ Dex	+
Perform ( )			+ Cha	+
Perform ( )			+ Cha	+
Perform ( )			+ Cha	+
Profession			+ Wis	+
Ride ♦			+ Dex	+
Search ♦			+ Int	+
Sense Motive ♦			+ Wis	+
Sleight of Hand			+ Dex *	+
Spellcraft			+ Int	+
Spot ♦			+ Wis	+
Survival ♦			+ Wis	+
Swim ♦			+ Str *	+
Tumble			+ Dex *	+
Use Magic Device			+ Cha	+
Use Rope ♦			+ Dex	+
			+	+
			+	+
			+	+

\* ARMOR CHECK PENALTY APPLIES ♦ CAN BE USED WITH 0 RANKS

Maximum Skill Rank : CLASS SKILL (LEVEL +3) \_\_\_\_\_

Maximum Skill Rank : CROSS - CLASS SKILL (LEVEL +3/2) \_\_\_\_\_

LANGUAGES _____	READ/WRITE <input type="checkbox"/> YES <input type="checkbox"/> NO	LANGUAGES _____	READ/WRITE <input type="checkbox"/> YES <input type="checkbox"/> NO
_____	<input type="checkbox"/> YES <input type="checkbox"/> NO	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	<input type="checkbox"/> YES <input type="checkbox"/> NO	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	<input type="checkbox"/> YES <input type="checkbox"/> NO	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO
_____	<input type="checkbox"/> YES <input type="checkbox"/> NO	_____	<input type="checkbox"/> YES <input type="checkbox"/> NO

**PROFICIENCIES**

WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS

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