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**We would like to thank all of the Pathfinder Community and all of those we have met via the message boards. :)**

We would also like to thank Mel Wilson for the idea of creating a basic character sheet similar to the default one.

CHARACTER NAME				PLAYER NAME			RACE			ALIGNMENT			SIZE											
CLASSES				LEVEL			SKILL			HIT			DIE											
AGE				HEIGHT			WEIGHT			NORMAL SPEED			ARMOR SPEED			SPEED								
HAIR				EYES			SKIN			TOTAL			INITIATIVE			DEX								
ABILITY SCORE				ABILITY MODIFIER			TOTAL			BASE			STAT			EQUIP			CLASS			MISC		
<b>STRENGTH</b>							<b>FORTITUDE (CONSTITUTION)</b>																	
<b>DEXTERITY</b>							<b>REFLEX (DEXTERITY)</b>																	
<b>CONSTITUTION</b>							<b>WILL (WISDOM)</b>																	
<b>INTELLIGENCE</b>							<b>WKG</b> NOTES:																	
<b>WISDOM</b>																								
<b>CHARISMA</b>																								

<b>FULL AC</b>	<input type="text"/>	<b>TOUCH AC</b>	<input type="text"/>	<b>FLATFOOT AC</b>	<input type="text"/>
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BASE	ARMOR	SHIELD	NATURAL	SIZE	DEX	DODGE	DEFLECT	CLASS	MISC
10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>ARMOR</b>	<input type="text"/>	<b>MAX DEX</b>	<input type="text"/>	<b>ACP BASE</b>	<input type="text"/>
<b>DEFENSIVE</b>	<input type="text"/>	<b>MAX DEX</b>	<input type="text"/>	<b>ACP MOD</b>	<input type="text"/>
<b>DEFENSIVE</b>	<input type="text"/>	<b>MAX DEX</b>	<input type="text"/>	<b>ACP MOD</b>	<input type="text"/>

<b>WEAPON</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>	<b>CRITICAL</b>	<input type="text"/>
<b>ATTACK</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>	<b>CRITICAL</b>	<input type="text"/>

<b>WEAPON</b>	<input type="text"/>	<b>RANGE</b>	<input type="text"/>
<b>ATTACK</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>

<b>WEAPON</b>	<input type="text"/>	<b>RANGE</b>	<input type="text"/>
<b>ATTACK</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>

<b>WEAPON</b>	<input type="text"/>	<b>RANGE</b>	<input type="text"/>
<b>ATTACK</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>

<b>WEAPON</b>	<input type="text"/>	<b>RANGE</b>	<input type="text"/>
<b>ATTACK</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>

<b>WEAPON</b>	<input type="text"/>	<b>RANGE</b>	<input type="text"/>
<b>ATTACK</b>	<input type="text"/>	<b>DAMAGE</b>	<input type="text"/>

CLASS SKILL	SKILL NAMES	TOTAL BONUS	ABILITY USED	SCORE MOD	TOTAL RANKS	RACE OR FEAT	CLASS SKILL BONUS	MISC MOD
<input type="checkbox"/>	ACROBATICS		= DEX					
<input type="checkbox"/>	APPRAISE		= INT					
<input type="checkbox"/>	BLUFF		= CHA					
<input type="checkbox"/>	CLIMB		= STR					
<input type="checkbox"/>	CRAFT _____		= INT					
<input type="checkbox"/>	DIPLOMACY		= CHA					
<input type="checkbox"/>	DISABLE DEVICE		= DEX					
<input type="checkbox"/>	DISGUISE		= CHA					
<input type="checkbox"/>	ESCAPE ARTIST		= DEX					
<input type="checkbox"/>	FLY		= DEX					
<input type="checkbox"/>	HANDLE ANIMAL		= CHA					
<input type="checkbox"/>	HEAL		= WIS					
<input type="checkbox"/>	INTIMIDATE		= CHA					
<input type="checkbox"/>	KNOWLEDGE [ARCANA]		= INT					
<input type="checkbox"/>	KNOWLEDGE [DUNGEONEERING]		= INT					
<input type="checkbox"/>	KNOWLEDGE [ENGINEERING]		= INT					
<input type="checkbox"/>	KNOWLEDGE [GEOGRAPHY]		= INT					
<input type="checkbox"/>	KNOWLEDGE [HISTORY]		= INT					

CLASS SKILL	SKILL NAMES	TOTAL BONUS	ABILITY USED	SCORE MOD	TOTAL RANKS	RACE OR FEAT	CLASS SKILL BONUS	MISC MOD
<input type="checkbox"/>	KNOWLEDGE [LOCAL]		= INT					
<input type="checkbox"/>	KNOWLEDGE [NATURE]		= INT					
<input type="checkbox"/>	KNOWLEDGE [NOBILITY]		= INT					
<input type="checkbox"/>	KNOWLEDGE [PLANES, THE]		= INT					
<input type="checkbox"/>	KNOWLEDGE [RELIGION]		= INT					
<input type="checkbox"/>	LINGUISTICS		= INT					
<input type="checkbox"/>	PERCEPTION		= WIS					
<input type="checkbox"/>	PERFORM _____		= CHA					
<input type="checkbox"/>	PROFESSION _____		= WIS					
<input type="checkbox"/>	RIDE		= DEX					
<input type="checkbox"/>	SENSE MOTIVE		= WIS					
<input type="checkbox"/>	SLEIGHT OF HAND		= DEX					
<input type="checkbox"/>	SPELLCRAFT		= INT					
<input type="checkbox"/>	STEALTH		= DEX					
<input type="checkbox"/>	SURVIVAL		= WIS					
<input type="checkbox"/>	SWIM		= STR					
<input type="checkbox"/>	USE MAGIC DEVICE		= CHA					
<input type="checkbox"/>	_____		= _____					

<b>DR</b>	<input type="text"/>	<b>SR</b>	<input type="text"/>	<b>ASF %</b>	<input type="text"/>
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<b>RESISTANCES</b>					<b>HP</b>	<b>BLEED / WOUND</b>
ACID	COLD	ELEC.	FIRE	SONIC		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<b>AMMO</b>	<input type="text"/>	<b>USES</b>	<input type="text"/>			
<b>AMMO</b>	<input type="text"/>	<b>USES</b>	<input type="text"/>			
<b>AMMO</b>	<input type="text"/>	<b>USES</b>	<input type="text"/>		<b>MAX NOW</b>	<b>AMOUNT ROUNDS</b>
<b>AMMO</b>	<input type="text"/>	<b>USES</b>	<input type="text"/>			

<b>BAB TOTAL</b>	<input type="text"/>	<b>BAB BONUS</b>	<input type="text"/>	<b>STAT</b>	<input type="text"/>	<b>SIZE</b>	<input type="text"/>	<b>FEAT</b>	<input type="text"/>	<b>MISC</b>	<input type="text"/>
<b>MELEE</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<b>RANGE</b>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

<b>COMBAT MANEUVER BASE</b>											
<b>TOTAL</b>	<input type="text"/>	<b>BAB</b>	<input type="text"/>	<b>STR</b>	<input type="text"/>	<b>FEAT</b>	<input type="text"/>	<b>SIZE</b>	<input type="text"/>	<b>MISC</b>	<input type="text"/>
<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+

<b>COMBAT MANEUVER DEFENSE</b>									
<b>TOTAL</b>	<input type="text"/>	<b>BAB</b>	<input type="text"/>	<b>STR</b>	<input type="text"/>	<b>DEX</b>	<input type="text"/>	<b>SIZE</b>	<input type="text"/>
<input type="text"/>	=	10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>



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