

CHARACTER		PLAYER							
RACE & LA		SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN	
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION						
LANGUAGES:									



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR						
DEX						
CON						
INT						
WIS						
CHA						

HITPOINTS		
CURRENT HP	HP GAINED	HD
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	FAVORED CLASS	

CLASS RECORDER							
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
TOTALS							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC		= 10 +								
TOUCH		= 10 +								
FLAT-FOOT		= 10 +								

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT						
REF						
WILL						

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE						
RANGED						
CMB						
CMD		= 10 +	BAB	DODGE & DEFLECT	STR & DEX	

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* <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"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> LINGUISTICS	INT				
* <input type="checkbox"/> PERCEPTION	WIS				
* <input type="checkbox"/> PERFORM:	CHA				
<input type="checkbox"/> PROF:	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"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY APPLIES

EXPERIENCE /

SLOW MEDIUM FAST

SPEED

INIT = DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS							
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
ARMOR							
SHIELD							
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES

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FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY CARRIED			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
%	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
CURRENT LOAD		LIGHT <input type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY

CLASS [] LEVEL []

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
[]	0	[]	[]	[]	[]	[]
[]	1st	[]	[]	[]	[]	[]
[]	2nd	[]	[]	[]	[]	[]
[]	3rd	[]	[]	[]	[]	[]
[]	4th	[]	[]	[]	[]	[]
[]	5th	[]	[]	[]	[]	[]
[]	6th	[]	[]	[]	[]	[]
[]	7th	[]	[]	[]	[]	[]
[]	8th	[]	[]	[]	[]	[]
[]	9th	[]	[]	[]	[]	[]

CLOSE:
25FT +
5FT / 2 LVL []

MEDIUM:
100FT +
10FT / LVL []

LONG:
400FT +
40FT / LVL []

TOTAL CLASS ABILITY OTHER CURRENT POINTS

SPELL POINTS [] [] [] [] []

BLOODLINES & PATRONS

BLOODLINE/PATRON []

BLOODLINE/PATRON []

DOMAINS

DOMAIN []

SUBDOMAIN []

DOMAIN []

SUBDOMAIN []

DOMAIN []

SUBDOMAIN []

WIZARD SPECIALITY SCHOOL

SPECIALITY []

FOCUSED []

PROHIBITED []

PROHIBITED []

SPELLS PER DAY

CLASS [] LEVEL []

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
[]	0	[]	[]	[]	[]	[]
[]	1st	[]	[]	[]	[]	[]
[]	2nd	[]	[]	[]	[]	[]
[]	3rd	[]	[]	[]	[]	[]
[]	4th	[]	[]	[]	[]	[]
[]	5th	[]	[]	[]	[]	[]
[]	6th	[]	[]	[]	[]	[]
[]	7th	[]	[]	[]	[]	[]
[]	8th	[]	[]	[]	[]	[]
[]	9th	[]	[]	[]	[]	[]

CLOSE:
25FT +
5FT / 2 LVL []

MEDIUM:
100FT +
10FT / LVL []

LONG:
400FT +
40FT / LVL []

TOTAL CLASS ABILITY OTHER CURRENT POINTS

SPELL POINTS [] [] [] [] []

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

