

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
<b>STR</b>						
<b>DEX</b>						
<b>CON</b>						
<b>INT</b>						
<b>WIS</b>						
<b>CHA</b>						

### HITPOINTS

CURRENT HP	HP GAINED	HD
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>		<b>FAVORED CLASS</b>

### CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS

CONDITIONS & MISCELLANEOUS TRACKING

ABILITY SCORE & RACIAL NOTES \_\_\_\_\_

### ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
<b>AC</b>													
<b>TOUCH</b>													
<b>FLAT-FOOT</b>													

COMBAT NOTES & MODIFIERS \_\_\_\_\_

### SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>						
<b>REF</b>						
<b>WILL</b>						

### ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>						
<b>RANGED</b>						
<b>CMB</b>						
<b>CMD</b>						

### FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES


### 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

### SKILLS

SKILL	DEX	INT	CHA	STR	INT	WIS	CHA	INT	INT	INT	INT	WIS	CHA	DEX	WIS	DEX	CHA
* ACROBATICS																	
* APPRAISE																	
* BLUFF																	
* CLIMB																	
* CRAFT																	
* DIPLOMACY																	
* DISABLE DEVICE																	
* DISGUISE																	
* ESCAPE ARTIST																	
* FLY																	
* HANDLE ANIMAL																	
* HEAL																	
* INTIMIDATE																	
* KN:																	
* KN:																	
* KN:																	
* KN:																	
* KN:																	
* KN:																	
* KN:																	
* KN:																	
* KN:																	
* LINGUISTICS																	
* PERCEPTION																	
* PERFORM																	
* PROF:																	
* RIDE																	
* SENSE MOTIVE																	
* SLEIGHT OF HAND																	
* SPELLCRAFT																	
* STEALTH																	
* SURVIVAL																	
* SWIM																	
* USE MAGIC DEVICE																	

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

### SPEED

EXPERIENCE  SLOW  MEDIUM  FAST  \_\_\_\_\_ / \_\_\_\_\_

BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>				

**INIT** \_\_\_\_\_ =  DEX MOD +  MISC MOD

**HERO** \_\_\_\_\_

**SR** \_\_\_\_\_ **DR** \_\_\_\_\_

**RESISTANCES** \_\_\_\_\_

**POOL POINTS** \_\_\_\_\_

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

TREASURE CARRIED		
%	TREASURE	WEIGHT

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

LOADS & LIFT			
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	MODIFIED LOAD

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
<b>N</b>		

CURRENT LOAD      LIGHT       MEDIUM       HEAVY

### SPELLS PER DAY

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<b>0</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>1st</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>2nd</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>3rd</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>4th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>5th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>6th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>7th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>8th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>9th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL     MEDIUM: 100FT + 10FT / LVL     LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### 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
<input type="text"/>	<b>0</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>1st</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>2nd</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>3rd</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>4th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>5th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>6th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>7th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>8th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<b>9th</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL     MEDIUM: 100FT + 10FT / LVL     LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### SPELLS

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



# SPELLS

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

