

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						

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

HITPOINTS			CLASS RECORDER															
CURRENT HP	HP GAINED	HD	CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS							
NONLETHAL HP DAM																		
TEMPORARY HP																		
<b>TOTAL HP</b>		FAVORED CLASS											<b>TOTALS</b>					

CONDITIONS & MISCELLANEOUS TRACKING \_\_\_\_\_

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

ARMOR CHECK PENALTY: \_\_\_\_\_  
 MAXIMUM DEX: \_\_\_\_\_  
 SPELL FAILURE: \_\_\_\_\_

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

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACRYBATICS •	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"/> 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"/>						

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

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

EXPERIENCE					
SLOW	MEDIUM	FAST	/		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

SPEED		BASE	FLY	SWIM	CLIMB	MISC

INIT	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









