

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							HITPOINTS			CLASS RECORDER												
STR	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP	CURRENT HP	HP GAINED	HD	CLASS NAME												
DEX							NONLETHAL HP DAM															
CON							TEMPORARY HP															
INT							TOTAL HP			FAVORED CLASS	TOTALS											
WIS							CONDITIONS & MISCELLANEOUS TRACKING															
CHA																						

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
AC													
TOUCH													
FLAT-FOOT													

COMBAT NOTES & MODIFIERS

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

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

	ABILITY	TOTAL	RANKS	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"/> 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	= <input type="checkbox"/> DEX MOD + <input type="checkbox"/> MISC MOD
HERO	
SR	DR
RESISTANCES	
POOL POINTS	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

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NAME	USES/DAY	USED

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

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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

CURRENCY			
	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

SPELLS PER DAY

CLASS LEVEL

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

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
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL
POINTS

SPELLS

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

