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

CURRENT HP

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
	FAVORED CLASS	TOTALS							

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

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

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

SKILLS

RANKS TOTAL

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ❑ Acrobatics ◆	DEX					
☆ ❑ Appraise	INT					
☆ ❑ Bluff	CHA					
☆ ❑ Climb ◆	STR					
☆ ❑ Craft:	INT					
☆ ❑ Diplomacy	CHA					
❑ Disable Device ◆	DEX					
☆ ❑ Disguise	CHA					
☆ ❑ Escape Artist ◆	DEX					
☆ ❑ Fly ◆	DEX					
❑ Handle Animal	CHA					
☆ ❑ Heal	WIS					
☆ ❑ Intimidate	CHA					
❑ Kn:	INT					
❑ Kn:	INT					
❑ Kn:	INT					
❑ Kn:	INT					
❑ Kn:	INT					
❑ Kn:	INT					
❑ Linguistics	INT					
☆ ❑ Perception	WIS					
☆ ❑ Perform:	CHA					
❑ Prof:	WIS					
☆ ❑ Ride ◆	DEX					
☆ ❑ Sense Motive	WIS					
❑ Sleight of Hand ◆	DEX					
❑ Spellcraft	INT					
☆ ❑ Stealth ◆	DEX					
☆ ❑ Survival	WIS					
☆ ❑ Swim ◆	STR					
❑ Use Magic Device	CHA					
❑						
❑						
❑						
❑						
❑						
❑						

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 ❑

/

		BASE	FLY	SWIM	CLIMB	MISC
SPEED						

INIT = DEX MOD + MISC MOD

HERO

SR | DR

RESISTANCES

POOL POINTS

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

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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 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
			MODIFIED LOAD			

CURRENT LOAD LIGHT ❑ MEDIUM ❑ HEAVY ❑

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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 _____

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT 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 _____

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS

SPELLS

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

SPELLS

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