

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

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS

ATTACKS & DEFENSE

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

COMBAT NOTES & MODIFIERS

SKILLS

SKILL	ABILITY	RANKS TOTAL	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"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

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		

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

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	BASE	FLY	SWIM	CLIMB	MISC
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

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
				MODIFIED LOAD		
CURRENT LOAD		LIGHT <input type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>		