

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						

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

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

SKILLS					RANKS
TOTAL	RANKS	ABILITY	TRAINED	MISC	TOTAL
<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"/>					

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

SPEED		BASE	FLY	SWIM	CLIMB	MISC
INIT	=	DEX MOD	+	MISC MOD		
HERO						
SR		DR				

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

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%	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			
PLATINUM	CARRIED	CARRIED WGT N/A	STORED
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
CURRENT LOAD			LIGHT <input type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

