

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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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							

CONDITIONS & MISCELLANEOUS TRACKING

ABILITY SCORE & RACIAL NOTES

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOUCH	<input type="text"/>	<input type="text"/>								
FLAT-FOOT	<input type="text"/>	<input type="text"/>								

ARMOR CHECK PENALTY <input type="text"/>
MAXIMUM DEX <input type="text"/>
SPELL FAILURE <input type="text"/>

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE <small>ATTACK MODIFIER</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED <small>ATTACK MODIFIER</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CMB	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CMD	<input type="text"/>	BAB	DODGE & DEFLECT	STR & DEX	<input type="text"/>	<input type="text"/>

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	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SHIELD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON NAME & DESCRIPTION _____ ATTACK MODIFIERS _____ DAMAGE _____ CRITICAL _____ RANGE _____ TYPE _____ WEIGHT _____ AMMO & NOTES _____

_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

SKILLS	RANKS TOTAL	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> APPRAISE	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> BLUFF	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> CLIMB •	STR	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> CRAFT:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> DIPLOMACY	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> DISABLE DEVICE •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> DISGUISE	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> ESCAPE ARTIST •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> FLY •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> HANDLE ANIMAL	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> HEAL	WIS	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> INTIMIDATE	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> KN:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> KN:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> KN:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> KN:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> KN:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> KN:	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> LINGUISTICS	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> PERCEPTION	WIS	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> PERFORM:	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> PROF:	WIS	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> RIDE •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> SENSE MOTIVE	WIS	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> SLEIGHT OF HAND •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> SPELLCRAFT	INT	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> STEALTH •	DEX	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> SURVIVAL	WIS	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> SWIM •	STR	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/> USE MAGIC DEVICE	CHA	<input type="text"/>	<input type="text"/>			
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>			
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>			
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>			
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>			

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	<input type="text"/>	BASE	FLY	SWIM	CLIMB	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INIT = DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES _____

POOL POINTS

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

