

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	BAB	SKILL	FC	HPS	FORT	REF	WILL	LEVELS
ABILITY SCORE & RACIAL NOTES							CONDITIONS & MISCELLANEOUS TRACKING				TOTALS							

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC										

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					

ARMOR CHECK PENALTY: []

MAXIMUM DEX: []

SPELL FAILURE: []

COMBAT NOTES & MODIFIERS: _____

SKILLS

		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					
* 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

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

EXPERIENCE

SLOW MEDIUM FAST

BASE: [] FLY: [] SWIM: [] CLIMB: [] MISC: []

SPEED []

INIT [] = [] DEX MOD + [] MISC MOD

HERO []

SR [] **DR** []

RESISTANCES []

POOL POINTS []

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

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"/>
<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

SPELL 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

