

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					
TOTALS												

ATTACKS & DEFENSE											
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY
AC											
TOUCH											MAXIMUM DEX
FLAT-FOOT											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						
RANGED						
CMB						
CMD						

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	

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

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

