

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

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	

SKILLS				
		TOTAL		RANKS TOTAL
		TOTAL	RANKS	ABILITY 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"/> 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"/>				

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
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HERO	
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SR	DR
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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

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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			
	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 MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
CURRENT LOAD		LIGHT <input type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

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

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSSED

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"/>

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
POINTS				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

