

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

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
AC										
TOUCH										
FLAT-FOOT										
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		BAB	DODGE & DEFLECT	STR & DEX						

SKILLS				
SKILL	ABILITY	RANKS	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			

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	

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
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

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	

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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	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"/>		
			MODIFIED LOAD				