

**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
<b>STR</b>						
<b>DEX</b>						
<b>CON</b>						
<b>INT</b>						
<b>WIS</b>						
<b>CHA</b>						

HITPOINTS		
CURRENT HP	HP GAINED	HD
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>		FAVORED CLASS

CLASS RECORDER												
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					

ABILITY SCORE & RACIAL NOTES	
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CONDITIONS & MISCELLANEOUS TRACKING	
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ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>										
<b>TOUCH</b>										
<b>FLAT-FOOT</b>										

SKILLS				
		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"/> 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"/>				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>						
<b>REF</b>						
<b>WILL</b>						

  

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>						
<b>RANGED</b>						
<b>CMB</b>						
<b>CMD</b>		<b>BAB</b>	<b>DODGE &amp; DEFLECT</b>	<b>STR &amp; DEX</b>		

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

MARK A <input type="checkbox"/> 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 <input type="checkbox"/> MEDIUM <input type="checkbox"/> FAST <input type="checkbox"/>

<b>SPEED</b>		BASE	FLY	SWIM	CLIMB	MISC
<b>INIT</b>		=	DEX MOD	+	MISC MOD	
<b>HERO</b>						
<b>SR</b>						
<b>DR</b>						
<b>RESISTANCES</b>						
<b>POOL POINTS</b>						

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



**SPELLS PER DAY**CLASS  LEVEL **BLOODLINES & PATRONS**BLOODLINE/PATRON **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"/>

BLOODLINE/PATRON CLASS 

CLOSE:  25FT + 5FT / 2 LVL

MEDIUM:  100FT + 10FT / LVL

LONG:  400FT + 40FT / LVL

TOTAL  CLASS  ABILITY  OTHER  CURRENT POINTS

**SPELL POINTS**

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

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





