

CHARACTER _____ PLAYER _____
 RACE & LA _____ SIZE _____ GENDER _____ HEIGHT _____ WEIGHT _____
 AGE _____ ALIGNMENT _____ DEITY _____ BACKGROUND OCCUPATION _____
 LANGUAGES _____

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ABILITY SCORE								HITPOINTS				CLASS RECORDER																																
ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC	CURRENT HP		HP GAINED	HD	CLASS NAME				BAB	SKILLS	FORT	REF	WILL	LEVELS																								
STR STRENGTH																																												
DEX DEXTERITY																																												
CON CONSTITUTION																																												
INT INTELLIGENCE																																												
WIS WISDOM																																												
CHA CHARISMA																																												
<table border="1"> <thead> <tr> <th colspan="12">MISCELLANEOUS TRACKING</th> </tr> <tr> <td colspan="4"></td> <td colspan="4"></td> <td colspan="4"></td> </tr> </thead> </table>							MISCELLANEOUS TRACKING																								TEMPORARY HP		TOTAL HP				FAVORED CLASS:				TOTALS			
MISCELLANEOUS TRACKING																																												

ABILITY SCORE NOTES & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	-10 +									
TOUCH ARMOR CLASS	-10 +									
FLAT-FOOT ARMOR CLASS	-10 +									

ARMOR PENALTY
 MAX DEX
 SPELL FAILURE

SAVING THROWS				
TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE				
REF REFLEX				
WILL WILLPOWER				

ATTACKS				
TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER				
RANGED ATTACK MODIFIER				
CMB TO ATTACK				
CMD TO DEFEND	-10 +		DEX	STR

FEATS & FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

ARMOR & SHIELD											ENHANCE AC BONUS MAX DEX PENALTY SPELL FAIL TYPE SIZE MATERIAL							

WEAPONS & ATTACKS							ATTACK MODIFIERS							DAMAGE					CRIT RANGE SIZE TYPE				AMMO & NOTES
ENHANCE	1ST	2ND	3RD	4TH	5TH	6TH	7TH																

SKILLS			ARMOR PENALTY	
CLASS	TOTAL	RANKS	ABILITY TRAINED	
<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"/> 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				
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<input type="checkbox"/> KN: INT				
<input type="checkbox"/> KN: INT				
<input type="checkbox"/> KN: INT				
<input type="checkbox"/> KN: INT				
<input type="checkbox"/> LINGUISTICS				
<input type="checkbox"/> PERCEPTION WIS				
<input type="checkbox"/> PERFORM CHA				
<input type="checkbox"/> PROFESSION: 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"/>				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH • ARE APPLIED ARMOR CHECK PENALTIES.

EXPERIENCE	/				
SLOW <input type="checkbox"/> MEDIUM <input type="checkbox"/> FAST <input type="checkbox"/>					
INIT INITIATIVE	<input type="text"/>	SPEED	FLY	SWIM	CLIMB
DR DAMAGE REDUCTION	<input type="text"/>				
SR SPELL RESIST	<input type="text"/>				
AP ACTION POINTS	<input type="text"/>				
RESISTANCES	<input type="text"/>				
RESISTANCES	<input type="text"/>				

PROFICIENCIES														

ABILITY DCs

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY			TOTAL KNOWN
		TOTAL	CLASS BONUS	ABILITY BONUS	
	0				
	1st				
	2nd				
	3rd				
	4th				
	5th				
	6th				
	7th				
	8th				
	9th				

SHORT: 25FT + 5FT / 2 LVL
MEDIUM: 100FT + 10FT / LVL
LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	POINTS USED
POWER	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME

RACE/TEMPLATE

CLASS LEVEL/HD

STR STRENGTH	<input type="text"/>	AC ARMOR CLASS	<input type="text"/>	HP HIT POINTS	<input type="text"/>	
DEX DEXTERITY	<input type="text"/>	FORT FORTITUDE	<input type="text"/>		<input type="text"/>	
CON CONSTITUTION	<input type="text"/>	REF REFLEX	<input type="text"/>		<input type="text"/>	
INT INTELLIGENCE	<input type="text"/>	WILL WILLPOWER	<input type="text"/>		<input type="text"/>	
WIS WISDOM	<input type="text"/>	SPD SPEED	<input type="text"/>		<input type="text"/>	
CHA CHARISMA	<input type="text"/>	CMB MODIFIER	<input type="text"/>		<input type="text"/>	
<input type="text"/>	<input type="text"/>	CMD MODIFIER	<input type="text"/>		<input type="text"/>	
ATTACK		1ST	ATTACK BONUSES		2ND	3RD
			4TH		DAMAGE & CRIT	

SPELLS & POWERS

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	CASTER
										LEVEL
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