

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

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1.1.2


ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
<b>STR</b> <small>STRENGTH</small>						
<b>DEX</b> <small>DEXTERITY</small>						
<b>CON</b> <small>CONSTITUTION</small>						
<b>INT</b> <small>INTELLIGENCE</small>						
<b>WIS</b> <small>WISDOM</small>						
<b>CHA</b> <small>CHARISMA</small>						

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS		CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME			BAB	SKILLS	FORT	REF	WILL	LEVELS
TEMPORARY HP											
<b>TOTAL HP</b>	<b>FAVORED CLASS:</b>		<b>TOTALS</b>								

MISCELLANEOUS TRACKING

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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ATTACKS & DEFENSE										
<b>AC</b> ARMOR CLASS										
TOTAL	= 10 +		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<small>ARMOR PENALTY</small> <input type="text"/>										
<b>TOUCH</b> ARMOR CLASS										
TOTAL	= 10 +									
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<small>MAX DEX</small> <input type="text"/>										
<b>FLAT-FOOT</b> ARMOR CLASS										
TOTAL	= 10 +									
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<small>SPELL FAILURE</small> <input type="text"/>										
<small>COMBAT NOTES &amp; MODIFIERS</small>										

SAVING THROWS				
TOTAL	CLASS BASE	ABILITY	ENHANCE	
<b>FORT</b> <small>FORTITUDE</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REF</b> <small>REFLEX</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> <small>WILLPOWER</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACKS				
TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
<b>MELEE</b> <small>ATTACK MODIFIER</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>RANGED</b> <small>ATTACK MODIFIER</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CMB</b> <small>TO ATTACK</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CMD</b> <small>TO DEFEND</small>	= 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPONS & ATTACKS							ATTACK MODIFIERS				DAMAGE		CRIT			RANGE		SIZE		TYPE		AMMO & NOTES
ENHANCE	1ST	2ND	3RD	4TH	5TH	6TH	7TH															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

CLASS	SKILLS	TOTAL			ARMOR
		TOTAL	RANKS	ABILITY TRAINED	PENALTY
<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					
<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					
<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  MEDIUM  FAST    

<b>INIT</b> <small>INITIATIVE</small>	<input type="text"/>	SPEED	FLY	SWIM	CLIMB	
<b>DR</b> <small>DAMAGE REDUCTION</small>	<input type="text"/>					
<b>SR</b> <small>SPELL RESIST</small>	<input type="text"/>					
<b>AP</b> <small>ACTION POINTS</small>	<input type="text"/>					
<input type="text"/>	<input type="text"/>					
<input type="text"/>	<input type="text"/>					

RESISTANCES

RESISTANCES

PROFICIENCIES										



## ABILITY DCs

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY			TOTAL KNOWN
		TOTAL	CLASS BONUS	ABILITY BONUS	
<input type="text"/>	0	<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"/>	2nd	<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"/>	4th	<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"/>	6th	<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"/>	8th	<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"/>

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

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

## FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME \_\_\_\_\_

RACE/TEMPLATE \_\_\_\_\_

CLASS \_\_\_\_\_ LEVEL/HD \_\_\_\_\_

<b>STR</b> STRENGTH	TOTAL <input type="text"/>	<b>AC</b> ARMOR CLASS	TOTAL <input type="text"/>	<b>HP</b> HIT POINTS	TOTAL <input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<b>FORT</b> FORTITUDE	<input type="text"/>		
<b>CON</b> CONSTITUTION	<input type="text"/>	<b>REF</b> REFLEX	<input type="text"/>		
<b>INT</b> INTELLIGENCE	<input type="text"/>	<b>WILL</b> WILLPOWER	<input type="text"/>		
<b>WIS</b> WISDOM	<input type="text"/>	<b>SPD</b> SPEED	<input type="text"/>		
<b>CHA</b> CHARISMA	<input type="text"/>	<b>CMB</b> MODIFIER	<input type="text"/>		
<input type="text"/>	<input type="text"/>	<b>CMD</b> MODIFIER	<input type="text"/>		

ATTACK 1ST  2ND  3RD  4TH  DAMAGE & CRIT

## SPELLS & POWERS

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	CASTER LEVEL
										<input type="text"/>
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