

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> STRENGTH						
<b>DEX</b> DEXTERITY						
<b>CON</b> CONSTITUTION						
<b>INT</b> INTELLIGENCE						
<b>WIS</b> WISDOM						
<b>CHA</b> CHARISMA						

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

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	ARMOR PENALTY	MAX DEX
<b>AC</b> ARMOR CLASS	-10 +									
<b>TOUCH</b> ARMOR CLASS	-10 +									
<b>FLAT-FOOT</b> ARMOR CLASS	-10 +									

COMBAT NOTES & MODIFIERS

SAVING THROWS				
TOTAL	CLASS BASE	ABILITY	ENHANCE	
<b>FORT</b> FORTITUDE				
<b>REF</b> REFLEX				
<b>WILL</b> WILLPOWER				

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

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

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				
<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"/>									
<b>INIT</b> INITIATIVE					SPEED	FLY	SWIM	CLIMB	
<b>DR</b> DAMAGE REDUCTION									
<b>SR</b> SPELL RESIST									
<b>AP</b> ACTION POINTS									
RESISTANCES									
RESISTANCES									

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

PROFICIENCIES									

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



**ABILITY DCs**

**FAMILIAR & COMPANION**

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
<b>POWER</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME \_\_\_\_\_

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

CLASS \_\_\_\_\_

ABILITY	TOTAL	DEFENSES	TOTAL	LEVEL/HD	TOTAL
<b>STR</b> STRENGTH	<input type="text"/>	<b>AC</b> ARMOR CLASS	<input type="text"/>	<b>HP</b> HIT POINTS <input type="text"/>	<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
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