

CHARACTER _____ **PLAYER** _____

RACE & LA _____ SIZE _____ GENDER _____ HEIGHT _____ WEIGHT _____

AGE _____ ALIGNMENT _____ DEITY _____ BACKGROUND OCCUPATION _____

LANGUAGES _____

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

ABILITY SCORE NOTES & RACIAL NOTES

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

MISCELLANEOUS TRACKING

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

COMBAT NOTES & MODIFIERS

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				

FEATS & FEATURES											
CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES											
ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL			

CLASS	SKILL	ABILITY	SKILLS				ARMOR PENALTY
			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					
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<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"/>							
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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		SPEED	FLY	SWIM	CLIMB	
DR DAMAGE REDUCTION						
SR SPELL RESIST						
AP ACTION POINTS						
RESISTANCES						
RESISTANCES						

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

ABILITY DCs

SAVE DC LEVEL **MAXIMUM SPELLS PER DAY** TOTAL KNOWN

LEVEL	SAVE DC	TOTAL	CLASS BONUS	ABILITY BONUS	TOTAL KNOWN
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

POINTS

FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

STR STRENGTH	TOTAL	AC ARMOR CLASS	TOTAL	HP HIT POINTS	TOTAL
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

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

SPELLS & POWERS

CASTER LEVEL

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