

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
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

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

ARMOR PENALTY

MAX DEX

SPELL FAILURE

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

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		
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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"/>			
<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

INIT
INITIATIVE

DR
DAMAGE REDUCTION

SR
SPELL RESIST

AP
ACTION POINTS

RESISTANCES

RESISTANCES

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

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

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
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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 _____

ABILITY TOTAL	DEFENSES TOTAL	LEVEL/HD TOTAL
STR STRENGTH	AC ARMOR CLASS	HP HIT POINTS
DEX DEXTERITY	FORT FORTITUDE	<input style="width: 50px; height: 100px;" type="text"/>
CON CONSTITUTION	REF REFLEX	
INT INTELLIGENCE	WILL WILLPOWER	
WIS WISDOM	SPD SPEED	
CHA CHARISMA	CMB MODIFIER	
<input type="text"/>	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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