

Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	_____	_____	STR	_____	STR
DEX	_____	_____	DEX	_____	DEX
CON	_____	_____	CON	_____	CON
INT	_____	_____	INT	_____	INT
WIS	_____	_____	WIS	_____	WIS
CHA	_____	_____	CHA	_____	CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS & SPECIAL ABILITIES

[illegible]

CHARACTER

Name

Race

Size

Size
Modifier

CLASSES

□ 1

□ 2

3

□ 4

□ 5

Favoured class
+1 hp or skill rank per level

Hit Die

d

d

d

d

d

+ INT
per level+ CON
per level

Level

Level
Adjustment

Effective
Character
Level

SKILLS

[illegible]

INITIATIVE

INITIATIVE BONUS Feats Training Misc
INIT = **DEX** + + +

SPEED

SPEED Speed with Armour Temp Speed
 ft sq ft sq ft sq
 Swim Speed Fly Speed Climb Speed
 ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**
 Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack
 + = + - -
 Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack
 + = + - +

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc
CMB = **STR** + **BAB** - +

COMBAT MANOEUVRE DEFENCE

CMD = 10 + **STR** + **DEX** + + + **BAB** - +

FLAT-FOOTED CMD
CMD = 10 + **STR** N/A N/A + + **BAB** - +

Temp CMB Temp CMD Conditional Modifiers
+ CMB **+ CMD**

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious
 hp hp hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier
AC = 10 + **DEX** + + + + +
FLAT-FOOTED ARMOUR CLASS
AC = 10 N/A N/A + + + + +
TOUCH ARMOUR CLASS
AC = 10 + **DEX** + + N/A N/A N/A +

Temp AC Spell Resistance Conditional Modifiers
+ AC Damage Reduction /

Notes

ATTACKS

Range Type Attack Bonus Damage Critical
 ft sq d x
 Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical
 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d x

Ammo # Special Ammo #
 Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp
FORT = **CON** + + + **+**

REFLEX SAVE
REF = **DEX** + + + **+**

WILL SAVE
WILL = **WIS** + + + **+**

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense
 Conditional Modifiers

EFFECTS

DRUID

DEITY

Caster Level

Level Bonus

+

GOOD

CHAOTIC

LAWFUL

EVIL

DRUID		
Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage
3	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
4	<input type="checkbox"/>	Resist Nature's Lure +4 to saves against the fey and plants Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	A Thousand Faces Change appearance at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC = 10 + WIS + Spell Level

NATURE BOND

Animal Companion's Name

WILD EMPATHY

BONUS = **CHA** + **Druid Level** + **Misc**

WILD SHAPE

Current Shape

PREPARED SPELLS

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SCROLLS

POTIONS

		Carried Items	lb
Light Load		Weapons, Ammo	lb
		Armour, Shield	lb
		Worn Items	lb
Medium Load		Scrolls, Potions, Wands, Components	lb
		Coins	lb
Heavy Load		Total Weight	lb

SHIELD			
Properties			
Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC



	50 coins weighs 1lb	coins
Debts		10
Valuables		10
Other items		10
Total		30

Arms / Wrists
Properties
Feet
Properties

[illegible]

WILD SHAPE

Druid Level

Creature Type

Size Modifier

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

STR

DEX

CON

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

ft

sq

Temp Speed

ft

sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

Base Attack

+

STR

+

Size Modifier

+

Misc

CMB

=

Base Attack

+

STR

+

Size Modifier

+

Misc

COMBAT MANOEUVRE DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

Morale Bonus

CMD

=

10

+

STR

+

DEX

+

Dodge Modifier

+

Deflection Modifier

+

BAB

+

Size Modifier

+

Misc

+

Morale Bonus

ARMOUR CLASS

ARMOUR CLASS

Natural Armour

Size Modifier

Misc Modifier

AC

=

10

+

DEX

+

Natural Armour

+

Size Modifier

+

Misc Modifier

FLAT-FOOTED ARMOUR CLASS

AC

=

10

/

+

Natural Armour

+

Size Modifier

+

Misc Modifier

TOUCH ARMOUR CLASS

AC

=

10

+

DEX

/

Natural Armour

+

Size Modifier

+

Misc Modifier

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES

ATTACKS

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

WILD SHAPE

Druid Level

Creature Type

Size Modifier

ABILITIES

Ability Score

Item Bonus

Temp Bonus

Ability Modifier

STR

DEX

CON

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS

Misc

Initiative

INIT

=

DEX

+

SPEED

ft

sq

Temp Speed

ft

sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

Base Attack

+

STR

+

Size Modifier

+

Misc

CMB

=

Base Attack

+

STR

+

Size Modifier

+

Misc

COMBAT MANOEUVRE DEFENCE

Dodge Modifier

Deflection Modifier

Base Attack Bonus

Size Modifier

Misc

Morale Bonus

CMD

=

10

+

STR

+

DEX

+

Dodge Modifier

+

Deflection Modifier

+

BAB

+

Size Modifier

+

Misc

+

Morale Bonus

ARMOUR CLASS

ARMOUR CLASS

Natural Armour

Size Modifier

Misc Modifier

AC

=

10

+

DEX

+

Natural Armour

+

Size Modifier

+

Misc Modifier

FLAT-FOOTED ARMOUR CLASS

AC

=

10

/

+

Natural Armour

+

Size Modifier

+

Misc Modifier

TOUCH ARMOUR CLASS

AC

=

10

+

DEX

/

Natural Armour

+

Size Modifier

+

Misc Modifier

Temp AC

Spell Resistance

Damage Reduction

AC

/

SPECIAL ABILITIES

ATTACKS

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

Range

ft

sq

Attack Bonus

Damage

Critical

