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**PLAYER**

| AGE | ALIGNMENT | DEITY | HOMELAND & BACKGROUND OCCUPATION |
|-----|-----------|-------|----------------------------------|
|-----|-----------|-------|----------------------------------|

LANGUAGES:



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

| ABILITY SCORE |  |  |  |  |  |  | TOTAL |  | MOD | BASE | ENHANCE | MISC | TEMP | HITPOINTS |            |           |               | CLASS RECORDER |  |  |  |     |       |        |      |     |      |        |  |
|---------------|--|--|--|--|--|--|-------|--|-----|------|---------|------|------|-----------|------------|-----------|---------------|----------------|--|--|--|-----|-------|--------|------|-----|------|--------|--|
| STR           |  |  |  |  |  |  |       |  |     |      |         |      |      |           | CURRENT HP | HP GAINED | HD            | CLASS NAME     |  |  |  | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS |  |
| DEX           |  |  |  |  |  |  |       |  |     |      |         |      |      |           |            |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
| CON           |  |  |  |  |  |  |       |  |     |      |         |      |      |           |            |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
| INT           |  |  |  |  |  |  |       |  |     |      |         |      |      |           |            |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
| WIS           |  |  |  |  |  |  |       |  |     |      |         |      |      |           | NONLETHAL  |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
|               |  |  |  |  |  |  |       |  |     |      |         |      |      |           | HP DAM     |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
|               |  |  |  |  |  |  |       |  |     |      |         |      |      |           | TEMPORARY  |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
|               |  |  |  |  |  |  |       |  |     |      |         |      |      |           | HP         |           |               |                |  |  |  |     |       |        |      |     |      |        |  |
|               |  |  |  |  |  |  |       |  |     |      |         |      |      |           | TOTAL HP   |           | FAVORED CLASS | TOTALS         |  |  |  |     |       |        |      |     |      |        |  |

| ABILITY SCORE & RACIAL NOTES |  |  | SKILLS                              |       |         |         |      |  |
|------------------------------|--|--|-------------------------------------|-------|---------|---------|------|--|
|                              |  |  | TOTAL                               | RANKS | ABILITY | TRAINED | MISC |  |
|                              |  |  | <input type="checkbox"/> ACROBATICS | DEY   |         |         |      |  |

| ATTACKS & DEFENSE |       |        |       |        |     |      |       |         |         |      |      |
|-------------------|-------|--------|-------|--------|-----|------|-------|---------|---------|------|------|
| ARMOR CLASS       | TOTAL |        | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| AC                |       | = 10 + |       |        |     |      |       |         |         |      |      |
| TOUCH             |       | = 10 + |       |        |     |      |       |         |         |      |      |
| FLAT-FOOT         |       | = 10 + |       |        |     |      |       |         |         |      |      |

ARMOR CHECK  
PENALTY

MAXIMUM  
DEX

SPELL  
FAILURE

### COMBAT NOTES & MODIFIERS

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |  |
|---------------|-------|------------|---------|---------|------|------|--|
| <b>FORT</b>   |       |            |         |         |      |      |  |
| <b>REF</b>    |       |            |         |         |      |      |  |
| <b>WILL</b>   |       |            |         |         |      |      |  |

| ATTACKS                          | TOTAL | BASE ATTACK BONUS | TEMP       | ABILITY                    | SIZE                 | MISC |
|----------------------------------|-------|-------------------|------------|----------------------------|----------------------|------|
| <b>MELEE</b><br>ATTACK MODIFIER  |       |                   |            |                            |                      |      |
| <b>RANGED</b><br>ATTACK MODIFIER |       |                   |            |                            |                      |      |
| <b>CMB</b>                       |       |                   |            |                            |                      |      |
| <b>CMD</b>                       |       | +10+              | <b>BAB</b> | <b>DODGE &amp; DEFLECT</b> | <b>STR &amp; DEX</b> |      |

[illegible]

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED      ♦ ARMOR CHECK PENALTY APPLIES

EXPERIENCE  /

|              |  | BASE | FLY | SWIM | CLIMB | MISC |
|--------------|--|------|-----|------|-------|------|
| <b>SPEED</b> |  |      |     |      |       |      |

|      |  |   |  |            |   |  |             |
|------|--|---|--|------------|---|--|-------------|
| INIT |  | = |  | DEX<br>MOD | + |  | MISC<br>MOD |
|------|--|---|--|------------|---|--|-------------|

|             |  |  |
|-------------|--|--|
| <b>HERO</b> |  |  |
|-------------|--|--|

|           |  |           |  |
|-----------|--|-----------|--|
| <b>SR</b> |  | <b>DR</b> |  |
|-----------|--|-----------|--|

| RESISTANCES |  |
|-------------|--|
|-------------|--|

|                    |  |  |
|--------------------|--|--|
| <b>POOL POINTS</b> |  |  |
|--------------------|--|--|

## ARMOR & WEAPONS

| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PERFECT | SPELL FAIL | TYPE | WEIGHT |
|--------------------------|----------|---------|---------|------------|------|--------|
| ARMOR                    |          |         |         |            |      |        |
| SHIELD                   |          |         |         |            |      |        |

|  |  |
|--|--|
|  |  |
|  |  |

| Weapon Name & Description |  | Attack Modifiers | Damage | Critical | Range | Type | Weight | Ammo & Notes |
|---------------------------|--|------------------|--------|----------|-------|------|--------|--------------|
|                           |  |                  |        |          |       |      |        |              |
|                           |  |                  |        |          |       |      |        |              |
|                           |  |                  |        |          |       |      |        |              |
|                           |  |                  |        |          |       |      |        |              |
|                           |  |                  |        |          |       |      |        |              |

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BAGS & CONTAINERS

| № | CONTAINER | VOLUME/WEIGHT LIMIT/NOTES | WEIGHT |
|---|-----------|---------------------------|--------|
|   |           |                           |        |
|   |           |                           |        |
|   |           |                           |        |
|   |           |                           |        |

CURRENCY

|          | CARRIED | CARRIED WGT N/A | STORED |
|----------|---------|-----------------|--------|
| PLATINUM |         |                 |        |
| GOLD     |         |                 |        |
| SILVER   |         |                 |        |
| COPPER   |         |                 |        |
|          |         |                 |        |

TREASURE CARRIED

| № | TREASURE | WEIGHT |
|---|----------|--------|
|   |          |        |
|   |          |        |
|   |          |        |

LOADS & LIFT

| LIGHT LOAD   | MEDIUM LOAD                    | HEAVY LOAD | N                               | LIFT ABOVE HEAD | LIFT OFF GROUND                | DRAG & PUSH |
|--------------|--------------------------------|------------|---------------------------------|-----------------|--------------------------------|-------------|
|              |                                |            |                                 | MODIFIED LOAD   |                                |             |
| CURRENT LOAD | LIGHT <input type="checkbox"/> |            | MEDIUM <input type="checkbox"/> |                 | HEAVY <input type="checkbox"/> |             |

CARRIED WEIGHT

| ARMOR & WEAPONS | CURRENCY | EQUIPMENT | MISC | TOTAL |
|-----------------|----------|-----------|------|-------|
|                 |          |           |      |       |