
PLAYER

SKIN

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:



CLASS RECORDER

| HITPOINTS | | | CLASS RECORDER | | | | | | | |
|---------------------|-----------|------------------|----------------|-----|-------|--------|------|-----|------|-------|
| CURRENT HP | HP GAINED | HD | CLASS NAME | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVEL |
| | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| NONLETHAL HP DAM | | | | | | | | | | |
| TEMPORARY HP | | | | | | | | | | |
| TOTAL HP | | FAVORED CLASS | TOTALS | | | | | | | |

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS

[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

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

1

SPEED

INIT

HERO

SR

RESISTANCES

POOL POINTS

ARMOR NAME & DESCRIPTION

| AC | BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|----|-------|---------|---------|------------|------|--------|
| 1 | 0 | 18 | 0 | 0 | 0 | 0 |
| 2 | 0 | 18 | 0 | 0 | 0 | 0 |
| 3 | 0 | 18 | 0 | 0 | 0 | 0 |
| 4 | 0 | 18 | 0 | 0 | 0 | 0 |
| 5 | 0 | 18 | 0 | 0 | 0 | 0 |
| 6 | 0 | 18 | 0 | 0 | 0 | 0 |
| 7 | 0 | 18 | 0 | 0 | 0 | 0 |
| 8 | 0 | 18 | 0 | 0 | 0 | 0 |
| 9 | 0 | 18 | 0 | 0 | 0 | 0 |
| 10 | 0 | 18 | 0 | 0 | 0 | 0 |
| 11 | 0 | 18 | 0 | 0 | 0 | 0 |
| 12 | 0 | 18 | 0 | 0 | 0 | 0 |
| 13 | 0 | 18 | 0 | 0 | 0 | 0 |
| 14 | 0 | 18 | 0 | 0 | 0 | 0 |
| 15 | 0 | 18 | 0 | 0 | 0 | 0 |
| 16 | 0 | 18 | 0 | 0 | 0 | 0 |
| 17 | 0 | 18 | 0 | 0 | 0 | 0 |
| 18 | 0 | 18 | 0 | 0 | 0 | 0 |
| 19 | 0 | 18 | 0 | 0 | 0 | 0 |
| 20 | 0 | 18 | 0 | 0 | 0 | 0 |
| 21 | 0 | 18 | 0 | 0 | 0 | 0 |
| 22 | 0 | 18 | 0 | 0 | 0 | 0 |
| 23 | 0 | 18 | 0 | 0 | 0 | 0 |
| 24 | 0 | 18 | 0 | 0 | 0 | 0 |
| 25 | 0 | 18 | 0 | 0 | 0 | 0 |
| 26 | 0 | 18 | 0 | 0 | 0 | 0 |
| 27 | 0 | 18 | 0 | 0 | 0 | 0 |
| 28 | 0 | 18 | 0 | 0 | 0 | 0 |
| 29 | 0 | 18 | 0 | 0 | 0 | 0 |
| 30 | 0 | 18 | 0 | 0 | 0 | 0 |
| 31 | 0 | 18 | 0 | 0 | 0 | 0 |
| 32 | 0 | 18 | 0 | 0 | 0 | 0 |
| 33 | 0 | 18 | 0 | 0 | 0 | 0 |
| 34 | 0 | 18 | 0 | 0 | 0 | 0 |
| 35 | 0 | 18 | 0 | 0 | 0 | 0 |
| 36 | 0 | 18 | 0 | 0 | 0 | 0 |
| 37 | 0 | 18 | 0 | 0 | 0 | 0 |
| 38 | 0 | 18 | 0 | 0 | 0 | 0 |
| 39 | 0 | 18 | 0 | 0 | 0 | 0 |
| 40 | 0 | 18 | 0 | 0 | 0 | 0 |
| 41 | 0 | 18 | 0 | 0 | 0 | 0 |
| 42 | 0 | 18 | 0 | 0 | 0 | 0 |
| 43 | 0 | 18 | 0 | 0 | 0 | 0 |
| 44 | 0 | 18 | 0 | 0 | 0 | 0 |
| 45 | 0 | 18 | 0 | 0 | 0 | 0 |
| 46 | 0 | 18 | 0 | 0 | 0 | 0 |
| 47 | 0 | 18 | 0 | 0 | 0 | 0 |
| 48 | 0 | 18 | 0 | 0 | 0 | 0 |
| 49 | 0 | 18 | 0 | 0 | 0 | 0 |
| 50 | 0 | 18 | 0 | 0 | 0 | 0 |
| 51 | 0 | 18 | 0 | 0 | 0 | 0 |
| 52 | 0 | 18 | 0 | 0 | 0 | 0 |
| 53 | 0 | 18 | 0 | 0 | 0 | 0 |
| 54 | 0 | 18 | 0 | 0 | 0 | 0 |
| 55 | 0 | 18 | 0 | 0 | 0 | 0 |
| 56 | 0 | 18 | 0 | 0 | 0 | 0 |
| 57 | 0 | 18 | 0 | 0 | 0 | 0 |
| 58 | 0 | 18 | 0 | 0 | 0 | 0 |
| 59 | 0 | 18 | 0 | 0 | 0 | 0 |
| 60 | 0 | 18 | 0 | 0 | 0 | 0 |
| 61 | 0 | 18 | 0 | 0 | 0 | 0 |
| 62 | 0 | 18 | 0 | 0 | 0 | 0 |
| 63 | 0 | 18 | 0 | 0 | 0 | 0 |
| 64 | 0 | 18 | 0 | 0 | 0 | 0 |
| 65 | 0 | 18 | 0 | 0 | 0 | 0 |
| 66 | 0 | 18 | 0 | 0 | 0 | 0 |
| 67 | 0 | 18 | 0 | 0 | 0 | 0 |
| 68 | 0 | 18 | 0 | 0 | 0 | 0 |
| 69 | 0 | 18 | 0 | 0 | 0 | 0 |
| 70 | 0 | 18 | | | | |

ARMOR

SHIELD

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANG

WEIGHT

AMMO & NOTES

[illegible][illegible]

BAGS & CONTAINERS

| | | | |
|----|-----------|---------------------------|--------|
| 36 | CONTAINER | VOLUME/WEIGHT LIMIT/NOTES | WEIGHT |
| | | | |
| | | | |
| | | | |
| | | | |

CURRENCY

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

TREASURE CARRIED

| | | |
|----|----------|--------|
| 36 | 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 |
| | | | | |