
PLAYER

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
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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															NONLETHAL														
WIS														HP DAM															
														TEMPORARY															
														HP															
														TOTAL HP		FAVORED CLASS	TOTALS												

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

ATTACKS & DEFENSE													
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP		
AC		= 10 +										ARMOR CHECK PENALTY	
TOUCH		= 10 +										MAXIMUM DEX	
FLAT-FOOT		= 10 +										SPELL FAILURE	

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT							
REF							
WILL							

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER						
RANGED ATTACK MODIFIER						
CMB						
CMD		+10+	BAB	DODGE & DEFLECT	STR & DEX	

FEATS & FEATURES

[illegible]

ARMOR & WEAPONS							
ARMOR NAME & DESCRIPTION	ACRONIUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	

ARMOR						
SHIELD						

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

[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 /

SLOW ☐ MEDIUM ☐ FAST ☐

		BASE	FLY	SWIM	CLIMB	MISC
SPEED						

INIT		=		DEX MOD	+		MISC MOD
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HERO		
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SR		DR	
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RESISTANCES

POOL POINTS		
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[illegible][illegible]

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