
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																													
WIS															NONLETHAL														
														HP DAM															
														TEMPORARY															
														HP															
														TOTAL HP			FAVORED CLASS	TOTALS											

ABILITY SCORE & RACIAL NOTES	TOTAL	SKILLS				
		TOTAL	RANKS	ABILITY	TRAINED	MISC
		<div> <div> <input type="checkbox"/> ACROBATICS </div> <div> <input type="checkbox"/> CLIMBING </div> <div> <input type="checkbox"/> COMBAT </div> <div> <input type="checkbox"/> CONJURATION </div> <div> <input type="checkbox"/> COVERT </div> <div> <input type="checkbox"/> CRAFTING </div> <div> <input type="checkbox"/> DECEIT </div> <div> <input type="checkbox"/> DIVINATION </div> <div> <input type="checkbox"/> ENDURANCE </div> <div> <input type="checkbox"/> ENLIGHTENMENT </div> <div> <input type="checkbox"/> ENTERTAINMENT </div> <div> <input type="checkbox"/> HEALING </div> <div> <input type="checkbox"/> HISTORY </div> <div> <input type="checkbox"/> HOLY </div> <div> <input type="checkbox"/> HUMILITY </div> <div> <input type="checkbox"/> INTUITION </div> <div> <input type="checkbox"/> INVESTIGATION </div> <div> <input type="checkbox"/> JUDGMENT </div> <div> <input type="checkbox"/> KNOWLEDGE </div> <div> <input type="checkbox"/> LEADERSHIP </div> <div> <input type="checkbox"/> LINGUISTICS </div> <div> <input type="checkbox"/> MATHS </div> <div> <input type="checkbox"/> MECHANICS </div> <div> <input type="checkbox"/> MEDICINE </div> <div> <input type="checkbox"/> MENTAL </div> <div> <input type="checkbox"/> MUSIC </div> <div> <input type="checkbox"/> MYSTICISM </div> <div> <input type="checkbox"/> NATURE </div> <div> <input type="checkbox"/> PERCEPTION </div> <div> <input type="checkbox"/> PHYSICS </div> <div> <input type="checkbox"/> POLITICS </div> <div> <input type="checkbox"/> PROTECTION </div> <div> <input type="checkbox"/> REASON </div> <div> <input type="checkbox"/> RESISTANCE </div> <div> <input type="checkbox"/> RHYTHM </div> <div> <input type="checkbox"/> SENSE </div> <div> <input type="checkbox"/> SILENCE </div> <div> <input type="checkbox"/> SLEIGHT </div> <div> <input type="checkbox"/> SORCERY </div> <div> <input type="checkbox"/> STRATEGY </div> <div> <input type="checkbox"/> SURVIVAL </div> <div> <input type="checkbox"/> TACTICS </div> <div> <input type="checkbox"/> TALENT </div> <div> <input type="checkbox"/> TRICKERY </div> <div> <input type="checkbox"/> WISDOM </div> <div> <input type="checkbox"/> WIT </div> </div>				

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	
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	
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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