
PLAYER

SIZE

HEIGHT

HAIR

SKIN

DEITY

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP		FAVORED CLASS	TOTALS							

CONDITIONS & MISCELLANEOUS TRACKING

SPELL FAILURE

COMBAT NOTES & MODIFIERS

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

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 ☐

/

POOL POINTS

ARMOR NAME & DESCRIPTION

AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RAN

TYPE

WEIGHT

AMMO & NOTES

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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