

<u>PLAYER</u>	TEAM	POSITION	AGE	HEIGHT	WEIGHT	EXP.	PROV.	COLLEGE	PREVIOUS TEAMS
ALAN ALDERSON	WARRIOR	F	20	6'7"	200	1	WA	UNIVERSITY OF CALIFORNIA	SEATTLE SEAHAWKS
BRYAN BROWN	SEA MONSTERS	D	28	6'2"	190	10	OR	PACIFIC COAST STATE	MINNESOTA WILKINS
CARL CROFT	SEA MONSTERS	F	25	6'5"	210	5	WA	WASHINGTON STATE	MINNESOTA WILKINS
DAVID DAVIS	SEA MONSTERS	F	22	6'4"	205	3	WA	WASHINGTON STATE	MINNESOTA WILKINS
EUGENE ELLIS	SEA MONSTERS	F	24	6'6"	215	4	WA	WASHINGTON STATE	MINNESOTA WILKINS
GARY GORDON	SEA MONSTERS	F	26	6'8"	220	6	WA	WASHINGTON STATE	MINNESOTA WILKINS
HENRY HARRIS	SEA MONSTERS	F	23	6'5"	200	4	WA	WASHINGTON STATE	MINNESOTA WILKINS
JACK JONES	SEA MONSTERS	F	21	6'4"	195	2	WA	WASHINGTON STATE	MINNESOTA WILKINS
KYLE KIMBLE	SEA MONSTERS	F	24	6'6"	210	4	WA	WASHINGTON STATE	MINNESOTA WILKINS
LARRY LEE	SEA MONSTERS	F	27	6'7"	220	7	WA	WASHINGTON STATE	MINNESOTA WILKINS
MICHAEL MITCHELL	SEA MONSTERS	F	25	6'5"	205	5	WA	WASHINGTON STATE	MINNESOTA WILKINS
NICK NORTON	SEA MONSTERS	F	23	6'4"	195	3	WA	WASHINGTON STATE	MINNESOTA WILKINS
OLIVER OSMUND	SEA MONSTERS	F	26	6'8"	220	6	WA	WASHINGTON STATE	MINNESOTA WILKINS
PETER PEARCE	SEA MONSTERS	F	24	6'6"	210	4	WA	WASHINGTON STATE	MINNESOTA WILKINS
RICHARD ROBERTS	SEA MONSTERS	F	27	6'7"	220	7	WA	WASHINGTON STATE	MINNESOTA WILKINS
TOMMY THOMPSON	SEA MONSTERS	F	25	6'5"	205	5	WA	WASHINGTON STATE	MINNESOTA WILKINS
VICTOR VANCE	SEA MONSTERS	F	23	6'4"	195	3	WA	WASHINGTON STATE	MINNESOTA WILKINS
WILLIAM WHITE	SEA MONSTERS	F	26	6'8"	220	6	WA	WASHINGTON STATE	MINNESOTA WILKINS
XAVIER XANTHOS	SEA MONSTERS	F	24	6'6"	210	4	WA	WASHINGTON STATE	MINNESOTA WILKINS
YOUNG YOUNG	SEA MONSTERS	F	27	6'7"	220	7	WA	WASHINGTON STATE	MINNESOTA WILKINS
ZACH ZACHARY	SEA MONSTERS	F	25	6'5"	205	5	WA	WASHINGTON STATE	MINNESOTA WILKINS

SIZE

HEIGHT

WEIGHT

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HAIR

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EYES

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SKIN

AGE	ALIGNMENT
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DEITY

HOMELAND &amp; BACKGROUND OCCUPATION

LANGUAGES:

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 HP DAM															
WIS																			TEMPORARY HP															
																			TOTAL HP		FAVORED CLASS	TOTALS												

ABILITY SCORE &  
RACIAL NOTES

#### CONDITIONS & MISCELLANEOUS TRACKING

## ATTACKS & DEFENSE

[illegible]

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> ATTACK MODIFIER							
<b>RANGED</b> ATTACK MODIFIER							
<b>CMB</b>							
<b>CMD</b>		+10+	<b>BAB</b>	DODGE & DEFLECT	STR & DEX		

## FEATS & FEATURES

### CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

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## ARMOR & WEAPONS

ARMOR NAME &amp; DESCRIPTION

AC	BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PERMITS	SPEED FEE	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME &amp; DESCRIPTION

### ATTACK MODIFIERS

## DAMAGE

CRITICAL

RAN

TYPE

WEIGHT

AMMO &amp; NOTES

Weapon Name & Description	Attacker Modifiers	Damage	Critical	Range	Type	Weight	Armor & Notes



Original by Necros. Modified by abellius@yahoo.com. Version 1.0 2012

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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
HERO							
SR		DR					
RESISTANCES							
POOL POINTS							

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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

SPELLS PER DAY									
CLASS						LEVEL			
SAVE DC		LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN		
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="text"/>	<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
CLOSE: 25FT + 5ft / 2 LVL		<input type="text"/>		MEDIUM: 100FT + 10ft / LVL		<input type="text"/>		LONG: 400FT + 40ft / LVL	
<input type="text"/>				<input type="text"/>				<input type="text"/>	
TOTAL		CLASS		ABILITY		OTHER		CURRENT POINTS	
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	

BLOODLINES & PATRONS	
BLOODLINE/PATRON	
BLOODLINE/PATRON	

DOMAINS	
DOMAIN	
SUBDOMAIN	
DOMAIN	
SUBDOMAIN	
DOMAIN	
SUBDOMAIN	

WIZARD SPECIALITY SCHOOL	
SPECIALITY	
FOCUSED	
PROHIBITED	
PROHIBITED	

SPELLS PER DAY								
CLASS		LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	LEVEL	SPILLS KNOWN
		0						
		1st						
		2nd						
		3rd						
		4th						
		5th						
		6th						
		7th						
		8th						
		9th						
CLOSE: 25FT + 5FT / 2 LVL		MEDIUM: 100FT + 10FT / LVL		LONG: 400FT + 40FT / LVL				
TOTAL		CLASS	ABILITY	OTHER	CURRENT POINTS			

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