



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>						
<b>DEX</b>						
<b>CON</b>						
<b>INT</b>						
<b>WIS</b>						
<b>CHA</b>						

<b>HITPOINTS</b>			
CURRENT HP	HP GAINED	HD	
NONLETHAL HP DAM			
TEMPORARY HP			
<b>TOTAL HP</b>		FAVORED CLASS	

**ABILITY SCORE &  
RACIAL NOTES**

## CONDITIONS & MISCELLANEOUS TRACKING

SKILLS	RANKS				TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	
ROBOTICS ♦	DEX				

## ATTACKS & DEFENSE

ARMOR CHECK PENALTY	<input type="text"/>
MAXIMUM DEX	<input type="text"/>
SPELL FAILURE	<input type="text"/>

IMB ♦	STR			
AFT:	INT			
PLOMACY	CHA			
ENABLE DEVICE ♦	DEX			
DISCUSE	CHA			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>						
<b>REF</b>						
<b>WILL</b>						

#### COMBAT NOTES & MODIFIERS

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		

INT			
WIS			
CHA			
WIS			
DEX			

## FEATS & 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** /  MEDIUM  FAST

	BASE	FLY	SWIM	CLIMB	MISC
<b>PEED</b>					

**INIT** = **DEX MOD** + **MISC MOD**

**HERO**

**SR**      **DR**

## ARMOR & WEAPONS

**ARMOR NAME & DESCRIPTION**

AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPECIAL/Traits	TYPE	WEIGHT
ARMOR						
SHIELD						

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WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	Critical	RANGE	TYPE	WEIGHT	AMMO & NOTES

<b>WORN MAGIC ITEM EQUIPMENT</b>	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS				
%	CONTAINER		VOLUME/WEIGHT LIMIT/NOTES	
CURRENCY				
PLATINUM	CARRIED	CARRIED WGT N/A	STORED	
GOLD				
SILVER				
COPPER				
TREASURE CARRIED				
	TREASURE			WEIGHT
LOADS & LIFT				
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	DRAG & PUSH
		MODIFIED LOAD		
CURRENT LOAD	LIGHT <input type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

SPELLS PER DAY					
CLASS				LEVEL	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC
	0				
	1st				
	2nd				
	3rd				
	4th				
	5th				
	6th				
	7th				
	8th				
	9th				

<b>BLOODLINES &amp; PATRONS</b>	
BLOODLINE/PATRON	<input type="text"/>
BLOODLINE/PATRON	<input type="text"/>
<b>DOMAINS</b>	
DOMAIN	<input type="text"/>
SUBDOMAIN	<input type="text"/>
DOMAIN	<input type="text"/>
SUBDOMAIN	<input type="text"/>
DOMAIN	<input type="text"/>
SUBDOMAIN	<input type="text"/>
<b>WIZARD SPECIALITY SCHOOL</b>	
SPECIALITY	<input type="text"/>
FOCUSED	<input type="text"/>
PROHIBITED	<input type="text"/>
PROHIBITED	<input type="text"/>

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

## SPELLS

## SPELLS

SPELLS