



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR						
DEX						
CON						
INT						
WIS						
CHA						

HITPOINTS			
CURRENT HP	HP GAINED	HD	
NONLETHAL HP DAM			
TEMPORARY HP			
TOTAL HP		FAVORED CLASS	

CLASS RECORDER						
E	BAB	SKILL	FC HPS	FORT	REF	WILL
TOTALS						

**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"/>

UFF	CHA			
IMB ♦	STR			
AFT:	INT			
PLOMACY	CHA			
SABLE DEVICE ♦	DEX			
SCUISE	CHA			

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

COMBAT NOTES & MODIFIERS

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

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 <input type="checkbox"/> FAST <input checked="" type="checkbox"/>					
PEED	BASE	FLY	SWIM	CLIMB	MISC
INIT	=	DEX MOD	+	MISC MOD	
HERO					
SR		DR			

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

Digitized by srujanika@gmail.com

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

WORN MAGIC ITEM EQUIPMENT	
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	LIFT OFF GROUND
		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				

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

SPELLS PER DAY						
CLASS				LEVEL		
SPELLS KNOWN	MISC	ABILITY BONUS	CLASS	TOTAL	LEVEL	SAVE DC
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	
SPELL POINTS						

SPELLS

SPELLS

SPELLS