

[illegible]

SKIN

HOMELAND &amp; BACKGROUND OCCUPATION

LANGUAGES:



## CLASS RECORDER

HITPOINTS			CLASS RECORDER							
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

## SKILLS

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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

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

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## ARMOR NAME &amp; DESCRIPTION

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

## EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

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

$$\text{INIT} \quad \boxed{\phantom{0000}} = \boxed{\phantom{0000}} \begin{array}{l} \text{DEX} \\ \text{MOD} \end{array} + \boxed{\phantom{0000}} \begin{array}{l} \text{MISC} \\ \text{MOD} \end{array}$$

<b>HERO</b>		
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<b>SR</b>		<b>DR</b>	
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## RESISTANCES

<b>POOL POINTS</b>	
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## POOL POINTS


Weapon Name & Description		Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes

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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"/>	0	<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"/>	2nd	<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"/>	4th	<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"/>	6th	<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"/>	8th	<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"/>
CLAUSE: 25FT + <input type="text"/> 5FT / 2 LVL		MEDIUM: 100FT + <input type="text"/> 10FT / LVL		LONG: 400FT + <input type="text"/> 40FT / LVL		
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	SPELLS 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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