

NECEROS.COM  
1.12ABILITY SCORE NOTES & RACIAL NOTES

### COMBAT NOTES & MODIFIERS

ARMOR PENALTY	
MAX DEX	
SPELL FAILURE	

## FEATS & FEATURES

## ARMOR & SHIELD

## WEAPONS & ATTACKS

MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
SKILLS MARKED WITH ♦ ARE APPLIED ARMOR CHECK PENALTIES

EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

**INIT**  
INITIATIVE

**DR**  
DAMAGE REDUCTION

**SR**  
SPELL RESIST

## AP ACTION POINTS

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RESISTANCESRESISTANCES

## PROFICIENCIES



ABILITY DCs

SAVE DC

LEVEL

MAXIMUM SPELLS PER DAY

TOTAL KNOWN

TOTAL

CLASS BONUS

ABILITY BONUS

o

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

SHORT:  
25ft +  
5ft / 2 LVL

MEDIUM:  
100ft +  
10ft / LVL

LONG:  
400ft +  
40ft / LVL

TOTAL

CLASS

ABILITY

OTHER

POINTS USED

POWER POINTS

FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY TOTAL

DEFENSES TOTAL

HP TOTAL

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

AC ARMOR CLASS

FORT FORTITUDE

REF REFLEX

WILL WILLPOWER

SPD SPEED

CMB MODIFIER

CMD MODIFIER

ATTACK

1ST

ATTACK BONUSES 2ND

3RD

4TH

DAMAGE & CRIT

SPELLS & POWERS										CASTER LEVEL					
LEVEL	NAME & DESCRIPTION				SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION				SAVE DC	SR	PG