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**PLAYER**

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										
<b>TOTAL HP</b>		FAVORED CLASS	<b>TOTALS</b>							

#### CONDITIONS & MISCELLANEOUS TRACKING

## SKILLS

## SPELL FAILURE

### COMBAT NOTES & MODIFIERS

[illegible]

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 ☐

1

<b>POOL POINTS</b>		
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## ARMOR NAME &amp; DESCRIPTION

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

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

[illegible][illegible]

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"/>	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"/>
CLOSE: 25FT + <input type="text"/> 5FT / 2 LVL		MEDIUM: 10FT + <input type="text"/> 10FT / LVL		LONG: 400FT + <input type="text"/> 40FT / LVL		
TOTAL		CLASS		OTHER		SPELLS KNOWN
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>

SPELL POINTS

## 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	
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			

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