
PLAYER

SIZE

GENDER

HEIGHT

WEIGHT

HAIR

EYES

SKIN

AGE	ALIGNMENT
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DEITY

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:

ABILITY SCORE							TOTAL		MOD	BASE	ENHANCE	MISC	TEMP	HITPOINTS				CLASS RECORDER											
STR														CURRENT HP	HP GAINED	HD	CLASS NAME				BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
DEX																													
CON																													
INT															NONLETHAL HP DAM														
WIS														TEMPORARY HP															
														TOTAL HP		FAVORED CLASS	TOTALS												

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	
AC	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	ARMOR CHECK PENALTY <input type="text"/>
TOUCH	<input type="text"/>	= 10 +			<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	MAXIMUM DEX <input type="text"/>
FLAT-FOOT	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	SPELL FAILURE <input type="text"/>

COMBAT NOTES & MODIFIERS

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

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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

[illegible]

ARMOR & WEAPONS

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



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

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
TOTALS							

SKILLS

[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 ☐

		BASE	FLY	SWIM	CLIMB	MISC
SPEED						

$$\text{INIT} \quad \boxed{} = \boxed{} \begin{matrix} \text{DEX} \\ \text{MOD} \end{matrix} + \boxed{} \begin{matrix} \text{MISC} \\ \text{MOD} \end{matrix}$$

HERO		
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SR		DR	
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RESISTANCES

POOL POINTS		
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POOL POINTS

[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"/>
<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: 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			

[illegible]

[illegible]

[illegible]

[illegible]