
PLAYER

SKIN

HOMELAND & 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							

ABILITY SCORE &
RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

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

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

[illegible]

ARMOR NAME & DESCRIPTION

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

EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

1

BAS

FLY

SWIN

CLIM

MISC

—

DEX

11

7

D

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RAN-

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		ABILITY		OTHER
SPELL 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				
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 + 5FT / 2 LVL		MEDIUM: 100FT + 10FT / LVL		LONG: 400FT + 40FT / LVL		
<input type="text"/>		<input type="text"/>		<input type="text"/>		
TOTAL		CLASS		ABILITY		OTHER
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>
SPELL POINTS						
<input type="text"/>		<input type="text"/>				

[illegible]

[illegible]

[illegible]

[illegible]