

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 ☐

PROFICIENCIES

ABILITY DCs

SAVE DC

LEVEL

MAXIMUM SPELLS PER DAY

TOTAL KNOWN

		TOTAL	CLASS BONUS	ABILITY BONUS		
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

SHORT:
25FT +
5FT / 2 LVL

MEDIUM:
100FT +
10FT / LVL

LONG:
400FT +
40FT / LVL

POWER POINTS

TOTAL

CLASS

ABILITY

OTHER

POINTS USED

FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY

TOTAL

DEFENSES

TOTAL

LEVEL/HD

TOTAL

STR

STRENGTH

AC

ARMOR CLASS

HP

HIT POINTS

DEX

DEXTERITY

FORT

FORTITUDE

CON

CONSTITUTION

REF

REFLEX

INT

INTELLIGENCE

WILL

WILLPOWER

WIS

WISDOM

SPD

SPEED

CHA

CHARISMA

CMB

MODIFIER

CMD

MODIFIER

ATTACK

1ST

ATTACK BONUSES

2ND

3RD

4TH

DAMAGE & CRIT

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