

NECEROS.COM
1.12ABILITY SCORE NOTES & RACIAL NOTES

COMBAT NOTES & MODIFIERS

ARMOR PENALTY	
MAX DEX	
SPELL FAILURE	

SPELL FAILURE	
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CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER 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 REDUC

SR

AP

ACTION POINT

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

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

HP
HIT POINTS

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