

[illegible]

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										
TOTAL HP		FAVORED CLASS	TOTALS							

ABILITY SCORE &  
RACIAL NOTES

#### CONDITIONS & MISCELLANEOUS TRACKING

## ATTACKS & DEFENSE

ARMOR CLASS		TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC.	TEMP.
<b>AC</b>	<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"/>
<b>TOUCH</b>	<input type="text"/>	= 10 +				<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>FLAT-FOOT</b>	<input type="text"/>	= 10 +							<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR CHECK  
PENALTY

MAXIMUM  
DEX

## SPELL FAILURE

### COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>						
<b>REF</b>						
<b>WILL</b>						

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

## FEATS & FEATURES

### CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

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## ARMOR & WEAPONS

ARMOR							
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

## SKILLS

RANKS

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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

		BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>						

INIT

DEX

## HERO

SR

DR

## RESISTANCES

## POOL POINTS

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BAGS & CONTAINERS				
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT	

  

CURRENCY			
PLATINUM	CARRIED	CARRIED WGT N/A	STORED
GOLD			
SILVER			
COPPER			

  

TREASURE CARRIED		
%	TREASURE	WEIGHT

  

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
			N			
			MODIFIED LOAD			

  

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

  

CURRENT LOAD	LIGHT <input type="checkbox"/>	MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>

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	SPILLS 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			

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