
PLAYER

SIZE

HEIGHT

HAIR

EYES

SKIN

DEITY

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

ARMOR CHECK
PENALTY

MAXIMUM

SPEL

COMBAT NOTES & MODIFIERS

[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 ☐

[illegible]

ARMOR NAME & DESCRIPTION

AC	BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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	HEALTH	MANA	POWER	STRENGTH	WIS	DEX
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RAN:

TYPE

WEIGHT

AMMO & NOTES

DATE OF RECEIPT OF THE STATE	AMOUNT OF THE STATE	AMOUNT	AMOUNT	AMOUNT	AMOUNT	AMOUNT	AMOUNT



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

[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