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**PLAYER**

SIZE

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GENDER

HEIGHT

WEIGHT

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HAIR

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EYES

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SKIN

AGE	ALIGNMENT
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DEITY

HOMELAND &amp; BACKGROUND OCCUPATION

LANGUAGES:

ABILITY SCORE							HITPOINTS						CLASS RECORDER									
TOTAL	MOD		BASE	ENHANCE	MISC	TEMP	CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS					
<b>STR</b>																						
<b>DEX</b>																						
<b>CON</b>																						
<b>INT</b>							NONLETHAL HP DAM															
<b>WIS</b>							TEMPORARY HP															
							<b>TOTAL HP</b>		FAVORED CLASS	<b>TOTALS</b>												

#### 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"/>	ARMOR CHECK PENALTY <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"/>	MAXIMUM DEX <input type="text"/>
<b>FLAT-FOOT</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"/>	SPELL FAILURE <input type="text"/>

### 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

[illegible]

## ARMOR & WEAPONS

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



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

## CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>TOTALS</b>							

## 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

## EXPERIENCE

SLOW ☐ MEDIUM ☐ FAST ☐

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

$$\text{INIT} \quad \boxed{\phantom{0000}} = \boxed{\phantom{0000}} \begin{matrix} \text{DEX} \\ \text{MOD} \end{matrix} + \boxed{\phantom{0000}} \begin{matrix} \text{MISC} \\ \text{MOD} \end{matrix}$$

<b>HERO</b>		
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<b>SR</b>		<b>DR</b>	
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## RESISTANCES

POOL POINTS		
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[illegible][illegible]

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

  

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

  

TREASURE CARRIED		
36	TREASURE	
		WEIGHT

  

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

  

CARRIED WEIGHT				TOTAL
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	

  

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