
PLAYER

SKIN

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

ATTACKS & DEFENSE

ARMOR CLASS		TOTAL											
			ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP		
AC		=10 +										ARMOR CHECK PENALTY	
TOUCH		=10 +										MAXIMUM DEX	
FLAT-FOOT		=10 +										SPELL FAILURE	

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT						
REF						
WILL						

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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

[illegible]

ARMOR & WEAPONS

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

[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
SPEED						
INIT		=		DEX MOD	+	
HERO						MISC MOD
SR						
DR						
RESISTANCES						
POOL POINTS						

[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