
PLAYER

SIZE

HEIGHT

HAIR

SKIN

DEITY

HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:

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							

CONDITIONS & MISCELLANEOUS TRACKING

SPELL FAILURE

COMBAT NOTES & MODIFIERS

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

[illegible]

ARMOR NAME & DESCRIPTION

Weapon Name & Description		Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes



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

[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 ☐

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