

[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										
<b>TOTAL HP</b>		FAVORED CLASS	<b>TOTALS</b>							

ABILITY SCORE &  
RACIAL NOTES

#### CONDITIONS & MISCELLANEOUS TRACKING

## ATTACKS & DEFENSE

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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>	<b>DODGE &amp; DEFLECT</b>	<b>STR &amp; DEX</b>	

## FEATS & FEATURES

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

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## 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

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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 ☐

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INIT	<input type="text"/>	=	<input type="text"/>	DEX MOD	+	<input type="text"/> MISC MOD
HERO	<input type="text"/>	<input type="text"/>				
SR	<input type="text"/>	DR <input type="text"/>				
RESISTANCES	<input type="text"/>					
POOL POINTS	<input type="text"/>	<input type="text"/>				

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