

[illegible]

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

SKILLS

DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY
					MAXIMUM DEX
					SPELL FAILURE

ARMOR CHECK
PENALTY

MAXIMUM
DEX

SPELL FAILURE

COMBAT NOTES & MODIFIERS

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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 ☐

1

SPEED

BASE	FLY	SWIM	CLIMB	MISC

INIT

$$= \boxed{} \begin{array}{l} \text{DEX} \\ \text{MOD} \end{array} + \boxed{} \begin{array}{l} \text{MISC} \\ \text{MOD} \end{array}$$

HERO

SR

DR

RESISTANCES

POOL POINTS

ARMOR NAME & DESCRIPTION

AC	BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
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ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPECIAL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANG

TYPE

WEIGHT

AMMO & NOTES

WEEK 2017-2018	WEEK 2018-2019	WEEK 2019-2020	WEEK 2020-2021	WEEK 2021-2022	WEEK 2022-2023	WEEK 2023-2024

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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