

CHARACTER _____ PLAYER _____
 RACE & LA _____ SIZE _____ GENDER _____ HEIGHT _____ WEIGHT _____
 AGE _____ ALIGNMENT _____ DEITY _____ BACKGROUND OCCUPATION _____
 LANGUAGES _____

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ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH						
DEX DEXTERITY						
CON CONSTITUTION						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS				CLASS RECORDER						
CURRENT HP	HP GAINED	HD		CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
TEMPORARY HP										
TOTAL HP				FAVORED CLASS:		TOTALS				

MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS		= 10 +								
TOUCH ARMOR CLASS		= 10 +								
FLAT-FOOT ARMOR CLASS		= 10 +								

ARMOR PENALTY MAX DEX SPELL FAILURE

COMBAT NOTES & MODIFIERS

SAVING THROWS				
TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE				
REF REFLEX				
WILL WILLPOWER				

ATTACKS				
TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER				
RANGED ATTACK MODIFIER				
CMB TO ATTACK				
CMD TO DEFEND	= 10 +		DEX	STR

SKILLS				ARMOR PENALTY
CLASS	TOTAL	RANKS	ABILITY TRAINED	
<input type="checkbox"/> Acrobatics •	DEX			
<input type="checkbox"/> Appraise	INT			
<input type="checkbox"/> Bluff	CHA			
<input type="checkbox"/> Climb •	STR			
<input type="checkbox"/> Craft:	INT			
<input type="checkbox"/> Craft:	INT			
<input type="checkbox"/> Diplomacy	CHA			
<input type="checkbox"/> Disable Device •	DEX			
<input type="checkbox"/> Disguise	CHA			
<input type="checkbox"/> Escape Artist •	DEX			
<input type="checkbox"/> Fly •	DEX			
<input type="checkbox"/> Handle Animal	CHA			
<input type="checkbox"/> Heal	WIS			
<input type="checkbox"/> Intimidate	CHA			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Kn:	INT			
<input type="checkbox"/> Linguistics	WIS			
<input type="checkbox"/> Perception	WIS			
<input type="checkbox"/> Perform	CHA			
<input type="checkbox"/> Profession:	WIS			
<input type="checkbox"/> Ride •	DEX			
<input type="checkbox"/> Sense Motive	WIS			
<input type="checkbox"/> Sleight of Hand •	DEX			
<input type="checkbox"/> Spellcraft	INT			
<input type="checkbox"/> Stealth •	DEX			
<input type="checkbox"/> Survival	WIS			
<input type="checkbox"/> Swim •	STR			
<input type="checkbox"/> Use Magic Device	CHA			
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH * ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES									
CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES									

EXPERIENCE				
SLOW	MEDIUM	FAST		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
INIT INITIATIVE			SPEED	FLY SWIM CLIMB
DR DAMAGE REDUCTION				
SR SPELL RESIST				
AP ACTION POINTS				
RESISTANCES				
RESISTANCES				

ARMOR & SHIELD		ENHANCE AC BONUS MAX DEX PENALTY SPELL FAIL TYPE SIZE MATERIAL																				

PROFICIENCIES									

WEAPONS & ATTACKS		ENHANCE 1ST 2ND 3RD 4TH 5TH 6TH 7TH							ATTACK MODIFIERS			DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES			

ABILITY DCs

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY				TOTAL KNOWN
		TOTAL	CLASS BONUS	ABILITY BONUS		
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

SHORT: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

POWER POINTS TOTAL CLASS ABILITY OTHER POINTS USED

FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME _____							
RACE/TEMPLATE _____							
CLASS _____			LEVEL/HD _____				
ABILITY	TOTAL	DEFENSES	TOTAL	LEVEL/HD			
STR STRENGTH	<input type="text"/>	AC ARMOR CLASS	<input type="text"/>	HP HIT POINTS <input type="text"/>			
DEX DEXTERITY	<input type="text"/>	FORT FORTITUDE	<input type="text"/>	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>			
CON CONSTITUTION	<input type="text"/>	REF REFLEX	<input type="text"/>				
INT INTELLIGENCE	<input type="text"/>	WILL WILLPOWER	<input type="text"/>				
WIS WISDOM	<input type="text"/>	SPD SPEED	<input type="text"/>				
CHA CHARISMA	<input type="text"/>	CMB MODIFIER	<input type="text"/>				
<input type="text"/>	<input type="text"/>	CMD MODIFIER	<input type="text"/>				
ATTACK			1ST			ATTACK BONUSES	2ND
						3RD	
				4TH	DAMAGE & CRIT		

SPELLS & POWERS

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	CASTER LEVEL		
							SAVE DC	SR	PG
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