

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
<b>STR</b> STRENGTH						
<b>DEX</b> DEXTERITY						
<b>CON</b> CONSTITUTION						
<b>INT</b> INTELLIGENCE						
<b>WIS</b> WISDOM						
<b>CHA</b> CHARISMA						

ABILITY SCORE NOTES & RACIAL NOTES

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

MISCELLANEOUS TRACKING

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ATTACKS & DEFENSE									
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	
<b>AC</b> ARMOR CLASS	-10+								
<b>TOUCH</b> ARMOR CLASS	-10+								
<b>FLAT-FOOT</b> ARMOR CLASS	-10+								

COMBAT NOTES & MODIFIERS

SAVING THROWS				
TOTAL	CLASS BASE	ABILITY	ENHANCE	
<b>FORT</b> FORTITUDE				
<b>REF</b> REFLEX				
<b>WILL</b> WILLPOWER				

ATTACKS				
TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
<b>MELEE</b> ATTACK MODIFIER				
<b>RANGED</b> ATTACK MODIFIER				
<b>CMB</b> TO ATTACK				
<b>CMD</b> TO DEFEND	-10+		DEX	STR

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

CLASS	SKILL	ABILITY	SKILLS				ARMOR PENALTY
			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"/>	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

EXPERIENCE: SLOW  MEDIUM  FAST  /

**INIT** INITIATIVE:

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



