

CHARACTER _____ PLAYER _____
RACE _____ ALIGNMENT _____
PATRON DIETY/RELIGION _____
ORIGIN _____ RESIDENCE _____



ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER	START	RACIAL	AGE	LEVEL	MAGIC	INHERIT	LOSSES	INFORMATIONAL
STRENGTH												
DEXTERITY												
CONSTITUTION												
INTELLIGENCE												
WISDOM												
CHARISMA												

CLASS & LEVEL INFORMATION

CHARACTER LEVEL _____	CLASS	CLASS	CLASS	CLASS
XP MODIFIER(S) _____	LEVEL HIT DICE	LEVEL HIT DICE	LEVEL HIT DICE	LEVEL HIT DICE
CURRENT XP'S _____	NOTE	NOTE	NOTE	NOTE
FOR NEXT LEVEL _____				

NOTE(S): _____

[Class Skill Max Ranks: _____ (Level + 3)] [Cross-Class Skill Max Ranks: _____ (max / 2)] [Feats: 1st, 3rd, 6th, 9th, 12th, 15th, 18th, 21st] [Ability Increases: 4th, 8th, 12th, 16th, 20th]

COMBAT

ARMOR & DEFENSE

MISS CHANCE: _____ TOTAL SPELL FAILURE: _____
MAX DEXTERITY MODIFIER: _____ TOTAL CHECK PENALTY: _____



FLAT FOOTED _____	ARMOR	DEX	DODGE	SIZE	COVER	TEMP
TOUCH ATTACKS _____	SHEILD	WIS	MAGIC	NATURAL	CONCEAL	
DEFENSIVE TOTAL DEF DEFLECT						

SPECIAL DEFENSES:

ARMOR TYPE	DEFENSE ROLL _____	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	MAX SPEED	WEIGHT	DONNING NORM	HASTLY	REMOVE	HARD	HIT POINTS	SAVES	NOTE(S)

[AC=10+Modifiers] [Def roll=d20+(AC-10)] [Flat Footed = No DEX, Dodge, or Move Modifiers (FLAT FOOTED UNTIL 1ST ACTION)] [Touch= No Armor, Shield, or Natural Modifiers]

Max HP	Current HP/Wounds	Temp. Points:	Subdual Damage:	SAVING THROW	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	NOTE(S)
Con Bonus:		Temp. Damage:	Staggered:	FORTITUDE (CON)							
		Damage Red:	Clobbered:	REFLEX (DEX)							
		Regeneration:	Mortal Blow:	WILL (WIS)							
CRIT SYSTEM USED: _____		MISC: _____		SPELL RESISTANCE:		NOTE(S):					

[Staggered= when subdual=current] [Clobbered=1/2 current from a single blow, only partial action next round] [Unconscious: when subdual exceeds current] [Mortal Blow =sv vs. Fort, DC 15 or death] [Subdual healing=1hp/char lvl]
[Healing=1hp/char lvl/day (rest) or *1.5 (bed rest)] [Healing Abilities= 1 pt/day (rest) or 2pts/day (bed rest)] [0=disabled, partial move only] [-1 to -9=dying, unconscious, each round roll 10% or loose 1hp] [-10=death]

WEAPONS & ATTACKS

FACE: REACH: AoO THREAT AREA: #AoO'S/RND: SNEAK ATTACK: HELPLESS: COUP DE GRACE:

MECHANIC	TOTAL	BASE	ABILITY	SIZE	RACIAL	TEMP	NOTE(S)	SPECIAL ATTACKS:
SURPRISE								
INITIATIVE (DEX)								
MELEE (STR)								
RANGED (DEX)								

CHARGE: _____ ATTACK: _____ DISARM: _____ GRAPPLE: _____ OVERRUN: _____ UNARMED: _____
BULLRUSH: _____ FULL ATTACK: _____ TOUCH: _____ TRIP: _____

WEAPON	ATTACK BONUS	DAMAGE	THREAT	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	REACH	HARD	HIT POINTS	SAVES	NOTE(S)

AMMUNITION _____

COMBAT MOVES, OPTIONS, & INFORMATION

WEAPON PROFIEICIENCIES:

USING TWO WEAPONS

ATTACKS OF OPPORTUNITY:

SPOT ISSUES:

MOUNTED AND ARIAL COMBAT:

TACTICAL MOVEMENT

MODE	DISTANCE
STEP	
WALK	
HUSTLE	
RUN (x3)	
RUN (X4)	
CLUMB	
FLY	
SWIM	
BURROW	

Modifiers:	

Circumstance	Melee	Ranged
Attacker Flanking Defender	+ 2	-
Attacker on Higher Ground	+ 2	-
Attacker Prone	-4	XBow Only
Attacker Invisible	+ 2/NoDex	+ 2/ND
Defender Sitting/Kneel	+ 2	-2
Defender Prone	+ 4	-4
Defender Stunned	+ 2/NoDex	+ 2/ND
Defender Climbing (no Shield)	+ 2/NoDex	+ 2/ND
Defender Surprised/Flat Footed	NoDex	NoDex
Defender Running	NoDex	-2/ND
Defender Grappling	NoDex	-
Defender Pinned	+ 4/NoDex	-4/ND

1/4 Cover: + 2 AC, + 1 Refl ex Save
1/2 Cover: + 4 AC, + 2 Refl ex Save
3/4 Cover: + 7 AC, + 3 Refl ex Save
9/10 Cover: + 10 AC, + 4 Refl ex Save*
*No Damage if save, 1/2 if not
Hit cover? Had hit normally, hit cover instead.

1/4 Conceal: 10% Miss
1/2 Conceal: 20% Miss
3/4 Conceal: 30% Miss
9/10 Conceal: 40% Miss
Total Conceal: 50% Miss, Must Guess
Hit cover? Had hit normally, hit cover instead.

FLIGHT MANEUVERABILITY, (Rating _____)

Min Fwd	Hover	Back	Reverse	Turn	In-Place	Max Turn	Up Angle	Up Speed	Dn Angle*	Between

*The downward speed is always twice the creatures normal flying speed

COMBAT NOTES:

- Move
- Double Move
- Run
- Passing Through
- Flanking
- Gangling up
- Aid Another
- Drop to the Floor
- Stand Up
- Dis/Mount
- Escape a Grapple
- Climb ¼ Speed
- Climb ½ Speed
- Strike a Weapon
- Strike an Object
- Standard
- Full
- Move Equivalent
- Free
- Non-Action
- Partial
- Delay
- Ready
- Refocus
- Blinded
- Blown Away
- Falling

INITIATIVE TRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+ INIT MOD.		= INIT	
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RACIAL ABILITIES

CLASS ABILITIES

SPECIAL ABILITIES

BONUS:

TOTAL SP'S:

STARTING SP'S:

SP'S/LEVEL:

MAX RANKS:

MAX CC RANKS:

[illegible]

[Feats gained at each character level for: 1st, 3rd, 6th, 9th, 12th, 15th, 18th]

[Class Skill Max Ranks=Level + 3]

[Cross-Class Skill Max Ranks = max / 2]

- Can be used without training

[§ Exclusive to a specific class]

[* Armor check penalty applies]

[† -1/5lbs of gear]

SPELLS & MAGIC

CONCENTRATION:

SPELLCRAFT:

SPELL FAILURE%:

DEF. CASTING:

RANGED TOUCH:

DISPELL ROLL:

COUNTERSPELLS:

SPELL ROLL:

METAMAGICS:

CLASS: CASTER LEVEL: SPECIAL:

SPELL LEVEL	0	1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH	
CLASS SPELLS KNOWN											
BONUS SPELL KNOWN											
TOTAL SPELLS KNOWN											
CLASS SPELLS CASTABLE/DAY											
BONUS SPELLS ()											
TOTAL SPELLS CASTABLE/DAY											
DC TO RESIST											

SPELL LEARNING POINTS:

MAX:

CURRENT:

SPELL CASTING POINTS:

MAX:

CURRENT:

DC MODS:

SCHOOLS, DOMAINS, EFFECTS & NOTES:

CLASS: CASTER LEVEL: SPECIAL:

SPELL LEVEL	0	1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH	
CLASS SPELLS KNOWN											
BONUS SPELL KNOWN											
TOTAL SPELLS KNOWN											
CLASS SPELLS CASTABLE/DAY											
BONUS SPELLS ()											
TOTAL SPELLS CASTABLE/DAY											
DC TO RESIST											

SPELL LEARNING POINTS:

MAX:

CURRENT:

SPELL CASTING POINTS:

MAX:

CURRENT:

DC MODS:

SCHOOLS, DOMAINS, EFFECTS & NOTES:

CLASS: CASTER LEVEL: SPECIAL:

SPELL LEVEL	0	1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH	
CLASS SPELLS KNOWN											
BONUS SPELL KNOWN											
TOTAL SPELLS KNOWN											
CLASS SPELLS CASTABLE/DAY											
BONUS SPELLS ()											
TOTAL SPELLS CASTABLE/DAY											
DC TO RESIST											

SPELL LEARNING POINTS:

MAX:

CURRENT:

SPELL CASTING POINTS:

MAX:

CURRENT:

DC MODS:

SCHOOLS, DOMAINS, EFFECTS & NOTES:

SPELL COMPONENTS

SPELLS (QUICKLIST)

ITEM CREATION NOTES:

XP'S SPENT

LEARNING & RESEARCH:

CURRENT SPELLS AND EFFECTS IN OPERATION:

DURATION TRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
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ITEMS, EQUIPMENT, & MOVEMENT

SIZE:

WEIGHT CARRIED:

CURRENT LOAD:

CURRENT MOVEMENT RATE:

[illegible][illegible]

TREASURE

MAGIC ITEMS

OTHER VALUABLES

SUPPLIES

PLATINUM (X10):

GOLD (X1):

SILVER (1/10):

COPPER (1/100):

GEMS/JEWELS:

WATER/WINE _____

() () () () () () ()

FOOD/RATIONS _____

() () () () () () ()

() () () () () () ()

FEED/GRAIN _____

() () () () () () ()

() () () () () () ()
() () () () () () ()

CARRYING CAPACITY, LOADS, & LIFTING

LIGHTING & VISION

STRENGTH:		SIZE MOD:		BASE MOVEMENT RATE:		
LOAD	CAPACITY	MAX DEX	CHK PEN	SPEED	RUN	
LIGHT		NORMAL	NORMAL		NORMAL	
MEDIUM		+ 3	-3		X4	
HEAVY		+1	-6		X3	
LIFT OVER HEAD: (=MAX LOAD)		LIFT OFF GROUND: (=MAX LOAD X2)		PUSH OR DRAG: (=MAX LOAD X5)		

VISION TYPE	RANGE	NOTES/MODIFIERS
NORMAL		
LOW-LIGHT VISION		
DARKVISION		

LIGHT SOURCE	RANGE	DURATION

CURRENT VISION RANGE & LIGHTING:

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STANDARD MOVEMENT

MODE	MINUTE (LOCAL)	HOUR (OVERLAND)	DAY (OVERLAND)	CURRENT TERRAIN TYPE			
WALK				CURRENT TERRAIN MODIFIERS			
HUSTLE							
RUN (X3)							
RUN (X4)				MOUNT AND VEHICLE TRAVEL Type Load Per Hour Per Day			
CLIMB							
FLY							
SWIM							
BURROW							

TRAVEL, WEATHER, & EFFECTS:

*Forced March: For each hour beyond 8, make a con check (DC10 + extra hours) or take 1d6 of subdual damage; must rest at least 4 hours after

NOTES

CHARACTER INFORMATION

CHALLENGE RATING:

PERSONAL INFORMATION

TRUE NAME:

FAMILY/SIBLINGS:

BIRTH DATE:

HOMELAND:

BIRTHPLACE:

CURRENT RESIDENCE:

DESCRIPTION OF RESIDENCE:

LANDS, HONORS, TITLES:

REPUTATION, LEADERSHIP, FOLLOWERS:

PERSONALITY:

CHARACTER HISTORY:

FRIENDS/CONTACTS:

ENEMIES/ADVERSARIES:

COMPANION/FAMILIAR:

LANGUAGES

Language Slots (INT): _____

NOTES & INFORMATION:

PHYSICAL APPEARANCE

SEX

AGE

SIZE

HEIGHT

WEIGHT

HAIR

EYES

SKIN

HANDED

CREAT TYPE

PHYSICAL DESCRIPTION:

AGING: Childhood (); Adulthood (); Middle Age (); Old (); Venerable (); Max Age ()

DISEASES & AFFLICTIONS:

NOTES: