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1.12

### COMBAT NOTES & MODIFIERS

ARMOR PENALTY	
MAX DEX	
SPELL FAILURE	

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

		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"/> LINGUISTICS	INT						
<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

## PROFICIENCIES

PROFICIENCIES	

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ABILITY DCs

SAVE DC

LEVEL

MAXIMUM SPELLS PER DAY

TOTAL KNOWN

TOTAL

CLASS BONUS

ABILITY BONUS

o

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

SHORT:  
25ft +  
5ft / 2 LVL

MEDIUM:  
100ft +  
10ft / LVL

LONG:  
400ft +  
40ft / LVL

TOTAL

CLASS

ABILITY

OTHER

POINTS USED

POWER POINTS

FAMILIAR & COMPANION

SPECIAL QUALITIES

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

STR  
STRENGTH

DEX  
DEXTERITY

CON  
CONSTITUTION

INT  
INTELLIGENCE

WIS  
WISDOM

CHA  
CHARISMA

AC  
ARMOR CLASS

FORT  
FORTITUDE

REF  
REFLEX

WILL  
WILLPOWER

SPD  
SPEED

CMB  
MODIFIER

CMD  
MODIFIER

HP  
HIT POINTS

ATTACK

1ST

ATTACK BONUSES  
2ND

3RD

4TH

DAMAGE & CRIT

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