



ABILITY SCORE							HITPOINTS				CLASS RECORDER									
STR	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP	CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
DEX																				
CON																				
INT							NONLETHAL HP DAM													
WIS							TEMPORARY HP													
							TOTAL HP		FAVORED CLASS	TOTALS										

SKILLS RANKS TOTAL

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ☐ ACROBATICS ♦					
DEX					

[illegible]

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 ☐

		BASE	FLY	SWIM	CLIMB	MISC
SPEED						

$$\text{INIT} = \text{DEX MOD} + \text{MISC MOD}$$

HERO

SR **DR**

RESISTANCES	
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POOL POINTS		
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[illegible]

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

CLOSE: 25FT + 5FT / 2 LVL		MEDIUM: 100FT + 10FT / LVL		LONG: 400FT + 40FT / LVL	
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	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS					

[illegible]

[illegible]

[illegible]