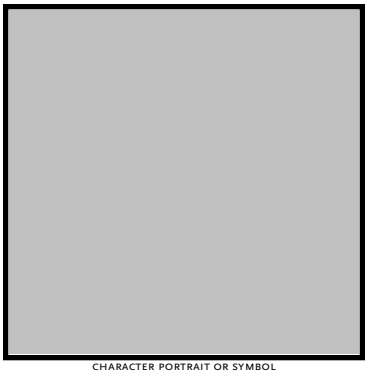
CHARACTER | PLAYER

RACE | LVL ADJUSTMENT | DEITY | SIZE Medium

HEIGHT | WEIGHT | AGE | GENDER | ALIGNMENT

SKIN | HAIR | EYES



CHARACTER PORTRAIT OR SYMBOL

www.NECEROS.com - Version: 1.7

ABILITY	ABILITY SCORE	ABILITY MODIFIER	BASE SCORE	LEVEL ADJSMNT	MAGIC ITEMS	_____
STR STRENGTH	10	0	10			
DEX DEXTERITY	10	0	10			
CON CONSTITUTION	10	0	10			
INT INTELLIGENCE	10	0	10			
WIS WISDOM	10	0	10			
CHA CHARISMA	10	0	10			

HP HITPOINTS		CURRENT HITPOINTS
SR SPELL RESIST		
DR DAMAGE RESIST		
INIT INITIATIVE		
		CURRENT SUBDUAL

CLASS	LVL
A	
B	
C	
D	

LEVEL ADJUSTMENT + CLASS LEVELS: 0

	TOTAL		ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECTION	_____	
AC ARMOR CLASS	10	=10+			DEX 0	0				MAX DEX BONUS 10
FLAT-FOOT ARMOR CLASS	10	=10+				0				CHECK PENALTY
TOUCH ARMOR CLASS	10	=10+			DEX 0	0				ARCANE FAILURE

ARMOR/SHIELD	TYPE	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	MAX SPEED	WEIGHT

SAVING THROWS	TOTAL	CLASS BASE A	B	C	D	ABILITY	ITEMS	MAGIC	_____
FORTITUDE CONSTITUTION	0					CON 0			
REFLEX DEXTERITY	0					DEX 0			
WILL WISDOM	0					WIS 0			

	TOTAL
BASE SPEED	
FLY SPEED	
SPEED	

ATTACK BONUSES	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	CLASS BASE A	B	C	D	ABILITY	SIZE	_____	_____
MELEE STRENGTH	0								STR 0	0		
RANGED DEXTERITY	0								DEX 0	0		
GRAPPLE STRENGTH	0								STR 0	0		

FEATS, CLASS & RACIAL ABILITIES

TYPE	NAME & DESCRIPTION

TYPE	NAME & DESCRIPTION

1-7 DENOTES A FEAT GAINED BY LEVELING; F DENOTES A FEAT; R DENOTES A RACIAL ABILITY; C DENOTES A CLASS ABILITY, S FOR SKILL TRICK[cs82]
USE THESE IN COMBINATION TO RECORD FROM WHERE YOUR ABILITIES ARE GRANTED.

SKILLS

SKILL TRICKS | TOTAL POINTS | MAX RANKS 3 / 1

CLASS A	B	C	D	SKILL MAX (LVL + 3); CROSS CLASS (LVL + 3) / 2	CHECK PENALTY	TOTAL	RANKS	ABILITY	_____	_____
☐	☐	☐	☐	APPRAISE ■		0		INT 0		
☐	☐	☐	☐	AUTOHYPNOSIS				WIS 0		
☐	☐	☐	☐	BALANCE ■	0 -	0		DEX 0		
☐	☐	☐	☐	BLUFF ■		0		CHA 0		
☐	☐	☐	☐	CLIMB ■	0 -	0		STR 0		
☐	☐	☐	☐	CONCENTRATION ■		0		CON 0		
☐	☐	☐	☐	CRAFT ■ ( )		0		INT 0		
☐	☐	☐	☐	DECIPHER SCRIPT				INT 0		
☐	☐	☐	☐	DIPLOMACY ■		0		CHA 0		
☐	☐	☐	☐	DISABLE DEVICE				INT 0		
☐	☐	☐	☐	DISGUISE ■		0		CHA 0		
☐	☐	☐	☐	ESCAPE ARTIST ■	0 -	0		DEX 0		
☐	☐	☐	☐	FORGERY ■		0		INT 0		
☐	☐	☐	☐	GATHER INFORMATION ■		0		CHA 0		
☐	☐	☐	☐	HANDLE ANIMAL				CHA 0		
☐	☐	☐	☐	HEAL ■		0		WIS 0		
☐	☐	☐	☐	HIDE ■	0 -	0		DEX 0		
☐	☐	☐	☐	INTIMIDATE ■		0		CHA 0		
☐	☐	☐	☐	JUMP ■	0 -	0		STR 0		
☐	☐	☐	☐	KNOWLEDGE ( )				INT 0		
☐	☐	☐	☐	KNOWLEDGE ( )				INT 0		
☐	☐	☐	☐	KNOWLEDGE ( )				INT 0		
☐	☐	☐	☐	KNOWLEDGE ( )				INT 0		
☐	☐	☐	☐	LISTEN ■		0		WIS 0		
☐	☐	☐	☐	MOVE SILENTLY ■	0 -	0		DEX 0		
☐	☐	☐	☐	OPEN LOCK				DEX 0		
☐	☐	☐	☐	PERFORM ( )				CHA 0		
☐	☐	☐	☐	PROFESSION ( )				WIS 0		
☐	☐	☐	☐	PSICRAFT				INT 0		
☐	☐	☐	☐	RIDE ■		0		DEX 0		
☐	☐	☐	☐	SEARCH ■		0		INT 0		
☐	☐	☐	☐	SENSE MOTIVE ■		0		WIS 0		
☐	☐	☐	☐	SLEIGHT OF HAND	0 -			DEX 0		
☐	☐	☐	☐	SPEAK LANGUAGE				INT 0		
☐	☐	☐	☐	SPELLCRAFT				INT 0		
☐	☐	☐	☐	SPOT ■		0		WIS 0		
☐	☐	☐	☐	SURVIVAL ■		0		WIS 0		
☐	☐	☐	☐	SWIM ■	0 -	0		STR 0		
☐	☐	☐	☐	TUMBLE	0 -			DEX 0		
☐	☐	☐	☐	USE MAGIC DEVICE				CHA 0		
☐	☐	☐	☐	USE PSIONIC DEVICE				CHA 0		
☐	☐	☐	☐	USE ROPE ■		0		DEX 0		
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						
☐	☐	☐	☐	_____						

■ DENOTES A SKILL THAT CAN BE USED UNTRAINED.
❍ CHECK THIS MARK TO DENOTE A CLASS SKILL.

DOCUMENT CREATED BY BILLY BARNES (WWW.NECEROS.COM) - TRADEMARKS AND LOGOS COPYWRITTEN BY THEIR RESPECTIVE OWNERS. SEE PAGE THREE FOR MORE INFORMATION.

WEAPON / ATTACK	ENHANCE	_____	TOTAL	2ND	3RD	4TH	5TH	DAMAGE	CRITICAL	RANGE	TYPE	SIZE

AMMUNITION | AMMUNITION | AMMUNITION | AMMUNITION

EQUIPMENT

BAG	QTY	ITEM	NOTES	WEIGHT	BAG	QTY	ITEM	NOTES	WEIGHT

TOTAL WEIGHT

BAGS & CONTAINERS

BAG	BAG & CONTAINER TYPE / NAME	VOLUME	WEIGHT	NOTES

ATTACH SYMBOLS TO YOUR BAGS, BELTS AND CONTAINERS TO EASILY IDENTIFY THEM IN YOUR EQUIPMENT LISTINGS.

ENCUMBRANCE

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT	33 lbs. or less	NORMAL	NORMAL	NORMAL
MEDIUM	34 - 66 lbs.	+3	-3	x4
HEAVY	67 - 100 lbs.	+1	-6	x3

CHARGED ITEMS & ABILITIES

BAG	ABILITY NAME & DESCRIPTION	SAVE DC	CHARGES

WORN ITEMS

LOCATION	WORN ITEM
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	
MISC	
MISC	

WEALTH

PP	
GP	
SP	
CP	
MISC	

EXPERIENCE

CURRENT EXPERIENCE

EXPERIENCE NEEDED TO LEVEL (LEVEL x 1000)

LANGUAGES

COMPANION, FAMILIAR, PSICRYSTAL

NAME:

RACE / TEMPLATE:

CLASS: LEVEL / HD:

ABILITY	ABILITY SCORE
STR STRENGTH	
DEX DEXTERITY	
CON CONSTITUTION	
INT INTELLIGENCE	
WIS WISDOM	
CHA CHARISMA	

COMBAT MODIFIERS

HP HITPOINTS	
AC ARMOR CLASS	
INIT INITIATIVE	
SPD SPEED	
BAB ATTACK BONUS	
GRP GRAPPLE	

STATUS CURRENT HITPOINTS

FORT FORTITUDE	
REF REFLEX	
WILL WILLPOWER	

ATTACKS

1ST	2ND	3RD	4TH	DMG / CRIT

SPECIAL QUALITIES & ATTACKS PAGE REF

NOTES & EXTRA FEATS

DOCUMENT CREATED BY BILLY BARNES (WWW.NECEROS.COM) - TRADEMARKS AND LOGOS COPYWRITTEN BY THEIR RESPECTIVE OWNERS. SEE PAGE THREE FOR MORE INFORMATION.

SPELLS, PSIONICS, & ABILITIES

	READIED	SPELL NAME	QTY / PAGE REF	READIED	SPELL NAME	QTY / PAGE REF
0 (POINTS TO CAST: NA)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
1st (POINTS TO CAST: 1)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
2nd (POINTS TO CAST: 3)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
3rd (POINTS TO CAST: 5)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
4th (POINTS TO CAST: 7)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
5th (POINTS TO CAST: 9)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
6th (POINTS TO CAST: 11)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
7th (POINTS TO CAST: 13)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
8th (POINTS TO CAST: 15)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	
9th (POINTS TO CAST: 17)	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
	❍			❍		
				SPELLS CAST TODAY	❑❑❑❑❑❑❑❑❑❑❑❑❑❑❑	

ABILITY DCs

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

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

POINTS POWER & SPELL POINTS — TOTAL ____ = CLASS ____ ABILITY ____ MISC ____

TURN UNDEAD

TIMES TIMES PER DAY — TOTAL ____ = 3 + ABILITY ____ MISC ____

CHECK CHECK SAVE DC — TOTAL ____ = d20 + ABILITY ____ MISC ____

DAMAGE DAMAGE — TOTAL ____ = 2d6 + ABILITY ____ LEVEL ____ MISC ____

DOMAIN & SCHOOL

DOMAIN / SCHOOL:

POWER

DOMAIN / SCHOOL:

POWER

DOMAIN / SCHOOL:

POWER

DOMAIN / SCHOOL:

POWER

BANNED SCHOOLS:

NOTES

DOCUMENT CREATED BY BILLY BARNES (HTTP://WWW.NECEROS.COM) - TRADEMARKS AND LOGOS COPYWRITTEN BY THEIR RESPECTIVE OWNERS. THIS DOCUMENT IS PROTECTED UNDER CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0/). YOU ARE REQUIRED TO NOTE PROPER AUTHORSHIP IF DERIVED FROM THIS WORK. PLEASE SEND DERIVATIVES TO NECEROS[AT]GMAIL.COM