



Player _____ Size _____ Tracks _____
Name _____ Level _____
Race _____ Class _____

Ability Scores

	Score	Base	Race	Bonus	Misc	Mod
Str	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Con	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Mod	Ability	Mod	Ability
KOM	<input type="text"/>	<input type="text"/>	KDM	<input type="text"/>
BAB	<input type="text"/>	/ / /		

Hit Points

Max HP	Class	KDM	Lvl+1	Misc
			X	
Current HP		Temp HP		HP Reduction

Racial and Class Features, Resistances, and Immunities

Skills

Skill	Total	Mod	Train	Misc
Acrobatics (Dex)				
Athletics (Str)				
Larceny (Dex)				
Stealth (Dex)				
Ride (Dex)				
Vigor (Con)				
Arcana (Int)				
Engineering (Int)				
Geography (Int)				
History (Int)				
Medicine (Int)				
Nature (Int)				
Bluff (Cha)				
Diplomacy (Cha)				
Intimidate (Cha)				
Perception (Wis)				

Defenses and DCs

Initiative	Total	Dex	Misc	Awareness	Total	Abil	Level	Misc
Fort	Total	Base	Abil	Misc	Bluff	Wis	10	
Ref	Dex or Int				Diplomacy	Int	10	
Will	Wis or Cha				Intimidate	Cha	10	
Reduction	Total	Con/2	Misc	Perception		10		
AC	Total	KDM	Level	Item	Defl.	Misc	Maneuver	DC
	10							

Range, Speed, Vision

Range	Distance	Speed
Melee	_____	Movement Modes
Close	_____	
Medium	_____	
Long	_____	
Extreme	_____	
	Vision Mode	Distance

Weapon Attacks

Weapon 1 _____ Range _____

	Total	BAB	KOM	Item	Misc		Total	KOM	Str/2	Prop.	Misc
Attack						Damage					

Properties

Weapon 2 _____ Range _____

	Total	BAB	KOM	Item	Misc		Total	KOM	Str/2	Prop.	Misc
Attack						Damage					

Properties

Weapon 3 _____ Range _____

	Total	BAB	KOM	Item	Misc		Total	KOM	Str/2	Prop.	Misc
Attack						Damage					

Properties


Feats

Regular Track Progression					
Medium Track	DC	Slow Track	DC	Fast Track	DC
1st Circle Ability (Level 1)	1st Circle Ability (Level 2)		1st Circle Ability (Level 1)		
2nd Circle Ability (Level 4)	2nd Circle Ability (Level 5)		2nd Circle Ability (Level 3)		
3rd Circle Ability (Level 7)	3rd Circle Ability (Level 8)		3rd Circle Ability (Level 6)		
4th Circle Ability (Level 10)	4th Circle Ability (Level 11)		4th Circle Ability (Level 9)		
5th Circle Ability (Level 13)	5th Circle Ability (Level 14)		5th Circle Ability (Level 12)		
6th Circle Ability (Level 16)	6th Circle Ability (Level 17)		6th Circle Ability (Level 15)		
7th Circle Ability (Level 19)	7th Circle Ability (Level 20)		7th Circle Ability (Level 18)		

Full Buy In Track Progression							
Medum Track	DC	Slow Track	DC	Fast Track	DC	Medium Track	DC
1st Circle Ability (Level 1)	1st Circle Ability (Level 2)		1st Circle Ability (Level 1)		1st Circle Ability (Level 1)		
2nd Circle Ability (Level 4)	2nd Circle Ability (Level 5)		2nd Circle Ability (Level 3)		2nd Circle Ability (Level 4)		
3rd Circle Ability (Level 7)	3rd Circle Ability (Level 8)		3rd Circle Ability (Level 6)		3rd Circle Ability (Level 7)		
4th Circle Ability (Level 10)	4th Circle Ability (Level 11)		4th Circle Ability (Level 9)		4th Circle Ability (Level 10)		
5th Circle Ability (Level 13)	5th Circle Ability (Level 14)		5th Circle Ability (Level 12)		5th Circle Ability (Level 13)		
6th Circle Ability (Level 16)	6th Circle Ability (Level 17)		6th Circle Ability (Level 15)		6th Circle Ability (Level 16)		
7th Circle Ability (Level 19)	7th Circle Ability (Level 20)		7th Circle Ability (Level 18)		7th Circle Ability (Level 19)		

Mundane Items, Consumables, and Tokens

Character Portrait



Magic Items

Slot	Magic Item	Properties or Effect
Lesser 1 (Level 1 /Level 6 FBI)		
Lesser 2 (Level 4)		
Lesser 3 (Level 7)		
Lesser 4 (Level 11)		
Lesser 5 (Level 19)		
Greater 1 (Level 5 /Level 11 FBI)		
Greater 2 (Level 8)		
Greater 3 (Level 13)		
Greater 4 (Level 16)		
Relic 1 (Level 10 / 17 FBI)		
Relic 2 (Level 14)		
Artifact (Level 17)		
Lesser Binding (Feat)		
Greater Binding (Feat)		
Other 1 (Track, Legendary, etc.)		
Other 2 (Track, Legendary, etc.)		
Other 3 (Track, Legendary, etc.)		

Notes