

CHARACTER ADVANCEMENT AND MAGIC ITEM TRACKER

TRAIT 1:	
TRAIT 2:	

FAVORED CLASS 1:
FAVORED CLASS 2:

BEGINNING ABILITY SCORES							LEVEL	CLASS	HP	FEATS	FAVORED CLASS BENEFIT**	
STR	DEX	CON	INT	WIS	CHA							
							1			*		
ABILITY INCREASE							2					
							3			*		
ABILITY INCREASE							4					
							5			*		
ABILITY INCREASE							6					
							7			*		
ABILITY INCREASE							8					
							9			*		
ABILITY INCREASE							10					
							11			*		
ABILITY INCREASE							12					
							13			*		
ABILITY INCREASE							14					
							15			*		
ABILITY INCREASE							16					
							17			*		
ABILITY INCREASE							18					
							19			*		
ABILITY INCREASE							20					

* = FEAT ** = +1 HP OR
+1 SKILL RANK

		CL*			CL*
HEAD			WAIST		
EYES			HANDS		
NECK			FEET		
SHOULDERS			RING 2		
ARMS/WRISTS			RING 1		
TORSO			OTHER		
BODY			OTHER		

* CASTER LEVEL

AGE:	
GENDER:	
HEIGHT:	
WEIGHT:	
EYE COLOR:	
HAIR COLOR:	

FACTION:	
TPA:	CPA:
DESCRIPTION:	

CLASS ABILITIES, SKILLS, ETC.

- ONE HEADBAND, HAT, HELMET, OR PHYLACTERY ON THE HEAD
 - ONE PAIR OF EYE LENSES OR GOGGLES ON OR OVER THE EYES
 - ONE AMULET, BROOCH, MEDALLION, NECKLACE, PERIAPT, OR SCARAB AROUND THE NECK
 - ONE VEST, VESTMENT, OR SHIRT ON THE TORSO
 - ONE ROBE OR SUIT OF ARMOR ON THE BODY (OVER A VEST, VESTMENT, OR SHIRT)
 - ONE BELT AROUND THE WAIST (OVER A ROBE OR SUIT OF ARMOR)
- ONE CLOAK, CAPE, OR MANTLE AROUND THE SHOULDERS
 - ONE PAIR OF BRACERS OR BRACELETS ON THE ARMS OR WRISTS
 - ONE GLOVE, PAIR OF GLOVES, OR PAIR OF GAUNTLETS ON THE HANDS
 - ONE RING ON EACH HAND (OR TWO RINGS ON ONE HAND)
 - ONE PAIR OF BOOTS OR SHOES ON THE FEET

MAGIC WEAPON		CL*
HARDNESS	HIT POINTS	
NOTES		

MAGIC ARMOR		CL*
HARDNESS	HIT POINTS	
NOTES		

MAGIC SHIELD		CL*
HARDNESS	HIT POINTS	
NOTES		