## **PARTY TRACKING SHEET**



Campaign:		Date:		1 2 3 4
1	2	3	4	Armor Check Penalty
				Melee/Ranged
CHARACTER	CHARACTER	CHARACTER	CHARACTER	AC (Nor/Flat/Touch)
				Hit Points
RACE SIZE	RACE SIZE	RACE SIZE	RACE SIZE	Saves(F/R/W)
GLACC IFIGURE	CLACC	CLASS.	CLASS	CMB
CLASS LEVEL	CLASS LEVEL	CLASS LEVEL	CLASS LEVEL	CMD
GENDER AGE HEIGHT WEIGHT	■ Can be used untrained † Armor Check Penalty			
OLIDER AGE NEIGHT	SEIDER NEI NEISIN WEISIN	CENSEN NOE NEIGHT	02.102.10	Acrobatics ■ †
DEITY ALIGNMENT	DEITY ALIGNMENT	DEITY ALIGNMENT	DEITY ALIGNMENT	Appraise •
				Bluff •
				Climb •†
LANGUAGES	LANGUAGES	LANGUAGES	LANGUAGES	Craft
				Craft
				Diplomacy ■
ARMOR & PROTECTION WORN	Disable Device †			
		-		Disguise •
WEAPONS USED	WEAPONS USED	WEAPONS USED	WEAPONS USED	Escape Artist ■†
	·			Fly t
NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE VIEWS	NOTABLE ITEMS	Handle Animal
NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	NOTABLE ITEMS	Heal ■
ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	ABILITY SCORES	Intimidate •
STR INT	STR INT	STR INT	STR INT	Knowledge, arcana
DEX WIS	DEX WIS	DEX WIS	DEX WIS	Know, dungeoneering
				Know, geography
CON CHA	CON CHA	CON CHA	CON CHA	Know, history
MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	MOVEMENT & LIFTING	Know, local
OFF PUSH OR	OFF PUSH OR	OFF PUSH OR	OFF PUSH OR	Know, nature
SPEED OVER HEAD GROUND DRAG	Know, nobility			
				Know, planes
				Know, religion
SAVING THROWS	SAVING THROWS	SAVING THROWS	SAVING THROWS	Linguistics
FORT REF WILL	FORT REF WILL	FORT REF WILL	FORT REF WILL	Perception ■
				Perform
				Perform Profession
SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	SAVING THROW MODIFIERS	Ride = †
FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	FLAT VS FOOT TOUCH	Flat VS Foot Touch	
ARMOR CLASS	ARMOR CLASS	ARMOR CLASS	ARMOR CLASS	Sense Motive ■ Sleight of Hand †
ARTION CEASS	AKITOK CEASS	ARTION CEASS	AKI-IOK CEASS	1 · · · · · · · · · · · · · · · · · · ·
		<del></del>		Spellcraft = Stealth = †
ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	ARMOR CLASS MODIFIERS	Survival •
SUB	SUB	ARMOR CLASS MODIFIERS SUB	SUB	
DUAL	DUAL	DUAL	DUAL	Swim = + (-1 / 5 lbs)
HIT POINTS /	HIT POINTS /	HIT POINTS /	HIT POINTS /	Use Magic Device