CHARACTER | PLAYER

RACE & LA | SIZE | GENDER | HEIGHT | WEIGHT

AGE | ALIGNMENT | DEITY | BACKGROUND OCCUPATION

LANGUAGES

Pathfinder Roleplaying Game

version 1.1.3

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH						
DEX DEXTERITY						
CON CONSTITUTION						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CURRENT HP	HP GAINED	HD
TEMPORARY HP		
TOTAL HP		

CLASS RECORDER

CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
FAVORED CLASS:	TOTALS					

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	= 10 +	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS											
TOUCH ARMOR CLASS											
FLAT-FOOT ARMOR CLASS											

ARMOR PENALTY | MAX DEX | SPELL FAILURE

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE					
REF REFLEX					
WILL WILLPOWER					

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER					
RANGED ATTACK MODIFIER					
CMB TO ATTACK					
CMD TO DEFEND	= 10 +		DEX	STR	

SKILLS

ARMOR PENALTY

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
❑ Acrobatics ◆	DEX						
❑ Appraise	INT						
❑ Bluff	CHA						
❑ Climb ◆	STR						
❑ Craft:	INT						
❑ Craft:	INT						
❑ Diplomacy	CHA						
❑ Disable Device ◆	DEX						
❑ Disguise	CHA						
❑ Escape Artist ◆	DEX						
❑ Fly ◆	DEX						
❑ Handle Animal	CHA						
❑ Heal	WIS						
❑ Intimidate	CHA						
❑ Kn:	INT						
❑ Kn:	INT						
❑ Kn:	INT						
❑ Kn:	INT						
❑ Kn:	INT						
❑ Kn:	INT						
❑ Linguistics	INT						
❑ Perception	WIS						
❑ Perform	CHA						
❑ Profession:	WIS						
❑ Ride ◆	DEX						
❑ Sense Motive	WIS						
❑ Sleight of Hand ◆	DEX						
❑ Spellcraft	INT						
❑ Stealth ◆	DEX						
❑ Survival	WIS						
❑ Swim ◆	STR						
❑ Use Magic Device	CHA						
❑							
❑							
❑							

MARK A ❑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

EXPERIENCE

SLOW ❑ MEDIUM ❑ FAST ❑ /

INIT INITIATIVE

SPEED	FLY	SWIM	CLIMB	

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL

PROFICIENCIES

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES

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EQUIPMENT

QTY	⌘	ITEM	WEIGHT

ABILITY DCs

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

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

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

NAME

RACE/TEMPLATE

CLASS LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL
STR STRENGTH		AC ARMOR CLASS	
DEX DEXTERITY		FORT FORTITUDE	
CON CONSTITUTION		REF REFLEX	
INT INTELLIGENCE		WILL WILLPOWER	
WIS WISDOM		SPD SPEED	
CHA CHARISMA		CMB MODIFIER	
		CMD MODIFIER	

HP HIT POINTS TOTAL

ATTACK	ATTACK BONUSES 1ST	2ND	3RD	4TH	DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG
	❍					❍			
	❍					❍			
	❍					❍			