

CHARACTER
PLAYER

RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN

AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| STR | | | | | | |
| DEX | | | | | | |
| CON | | | | | | |
| INT | | | | | | |
| WIS | | | | | | |
| CHA | | | | | | |

ABILITY SCORE & RACIAL NOTES

HITPOINTS

| CURRENT HP | HP GAINED | HD |
|------------|-----------|----|
| | | |

NONLETHAL HP DAM
TEMPORARY HP

TOTAL HP

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

| CLASS NAME | BAB | SKILL | FC | HPS | FORT | REF | WILL | LEVELS |
|------------|-----|-------|----|-----|------|-----|------|--------|
| | | | | | | | | |

ATTACKS & DEFENSE

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

ARMOR CHECK PENALTY

MAXIMUM DEX

SPELL FAILURE

COMBAT NOTES & MODIFIERS

SAVING THROWS

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
|---------------|-------|------------|---------|---------|------|------|
| FORT | | | | | | |
| REF | | | | | | |
| WILL | | | | | | |

ATTACKS

| ATTACKS | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |
|---------------------------|-------|-------------------|------|-----------------|-----------|------|
| MELEE ATTACK MODIFIER | | | | | | |
| RANGED ATTACK MODIFIER | | | | | | |
| CMB | | | | | | |
| CMD | | =10+ BAB | | DODGE & DEFLECT | STR & DEX | |

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

ARMOR & WEAPONS

| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|--------------------------|----------|---------|---------|------------|------|--------|
| ARMOR | | | | | | |
| SHIELD | | | | | | |

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|---------------------------|------------------|--------|----------|-------|------|--------|--------------|
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SKILLS

| SKILL | DEX | INT | CHA | STR | WIS | CON | WILL | RANKS TOTAL | ABILITY | TRAINED | MISC |
|------------------|-----|-----|-----|-----|-----|-----|------|-------------|---------|---------|------|
| ACROBATICS | | | | | | | | | | | |
| APPRAISE | | | | | | | | | | | |
| BLUFF | | | | | | | | | | | |
| CLIMB | | | | | | | | | | | |
| CRAFT | | | | | | | | | | | |
| DIPLOMACY | | | | | | | | | | | |
| DISABLE DEVICE | | | | | | | | | | | |
| DISGUISE | | | | | | | | | | | |
| ESCAPE ARTIST | | | | | | | | | | | |
| FLY | | | | | | | | | | | |
| HANDLE ANIMAL | | | | | | | | | | | |
| HEAL | | | | | | | | | | | |
| INTIMIDATE | | | | | | | | | | | |
| KN | | | | | | | | | | | |
| KN | | | | | | | | | | | |
| KN | | | | | | | | | | | |
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| KN | | | | | | | | | | | |
| KN | | | | | | | | | | | |
| KN | | | | | | | | | | | |
| LINGUISTICS | | | | | | | | | | | |
| PERCEPTION | | | | | | | | | | | |
| PERFORM | | | | | | | | | | | |
| PROF | | | | | | | | | | | |
| RIDE | | | | | | | | | | | |
| SENSE MOTIVE | | | | | | | | | | | |
| SLEIGHT OF HAND | | | | | | | | | | | |
| SPELLCRAFT | | | | | | | | | | | |
| STEALTH | | | | | | | | | | | |
| SURVIVAL | | | | | | | | | | | |
| SWIM | | | | | | | | | | | |
| USE MAGIC DEVICE | | | | | | | | | | | |

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

EXPERIENCE /

SLOW MEDIUM FAST

SPEED = [] BASE FLY SWIM CLIMB MISC

INIT = [] DEX MOD + [] MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

| FEATS & SPECIAL ABILITIES | | |
|---------------------------|----------|------|
| NAME | USES/DAY | USED |
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| FEATS & SPECIAL ABILITIES | | |
|---------------------------|----------|------|
| NAME | USES/DAY | USED |
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| EQUIPMENT & MAGIC ITEMS | | | |
|-------------------------|------|------------|----------------|
| ☞ | ITEM | QTY / USES | WGT N/A WEIGHT |
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| EQUIPMENT & MAGIC ITEMS | | | |
|-------------------------|------|------------|----------------|
| ☞ | ITEM | QTY / USES | WGT N/A WEIGHT |
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| WORN MAGIC ITEM EQUIPMENT |
|--|
| <small>EQUIPMENT SLOTS FOR MAGIC ITEMS</small> |
| BELT: |
| BODY: |
| CHEST: |
| EYES: |
| FEET: |
| HANDS: |
| HEAD: |
| HEADBAND: |
| NECK: |
| RING: |
| RING: |
| SHOULDERS: |
| WRIST: |

| BAGS & CONTAINERS | | | |
|-------------------|-----------|---------------------------|--------|
| ☞ | CONTAINER | VOLUME/WEIGHT LIMIT/NOTES | WEIGHT |
| | | | |
| | | | |
| | | | |

| CURRENCY | | | |
|----------|---------|-----------------|--------|
| | CARRIED | CARRIED WGT N/A | STORED |
| PLATINUM | | | |
| GOLD | | | |
| SILVER | | | |
| COPPER | | | |
| | | | |

| TREASURE CARRIED | | |
|------------------|----------|--------|
| ☞ | TREASURE | WEIGHT |
| | | |
| | | |

| CARRIED WEIGHT | | | | |
|-----------------|----------|-----------|------|-------|
| ARMOR & WEAPONS | CURRENCY | EQUIPMENT | MISC | TOTAL |
| | | | | |

| LOADS & LIFT | | | | | | |
|--------------|-------------|--------------------------------|---------------------------------|--------------------------------|-----------------|-------------|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | N MODIFIED LOAD | LIFT ABOVE HEAD | LIFT OFF GROUND | DRAG & PUSH |
| | | | | | | |
| CURRENT LOAD | | LIGHT <input type="checkbox"/> | MEDIUM <input type="checkbox"/> | HEAVY <input type="checkbox"/> | | |

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