



PATHFINDER NUMBER

FACTION

PLAYER

FAME

CHARACTER NAME

HOME LAND

CHARACTER CLASS

LEVEL

SIZE

AGE

GENDER

SKIN

HEIGHT

WEIGHT

EYES

HAIR

RACE

TEMPLATE

ALIGNMENT

DEITY

CHARACTER PORTRAIT / HERALDRY

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY ADJUSTMENT	TEMPORARY MODIFIER	TOTAL	DAMAGE REDUCTION
STR STRENGTH					HP HIT POINTS	
DEX DEXTERITY					WOUNDS / CURRENT HP	
CON CONSTITUTION						
INT INTELLIGENCE					NONLETHAL DAMAGE	
WIS WISDOM						
CHA CHARISMA					INITIATIVE MODIFIER	

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER

TOUCH	ARMOR CLASS	FLAT-FOOTED	ARMOR CLASS	MODIFIERS

SAVING THROWS	TOTAL	BASE MODIFIER	UTILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS	CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIER

SPELL RESISTANCE	CMD	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	DEXTERITY MODIFIER

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	WEIGHT	NOTES		

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WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	WEIGHT	NOTES		

SPEED	BASE LAND SPEED	SWIM	FLY	MODIFIERS

CLASS SKILL	SKILLS				MAX RANKS	
	SKILL NAMES	TOTAL BONUS	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC MODIFIER

☐ ACROBATICS		=	DEX	+		+	
☐ APPRAISE		=	INT	+		+	
☐ BLUFF		=	CHA	+		+	
☐ CLIMB		=	STR	+		+	
☐ CRAFT		=	INT	+		+	
☐ CRAFT		=	INT	+		+	
☐ CRAFT		=	INT	+		+	
☐ DIPLOMACY		=	CHA	+		+	
☐ DISABLE DEVICE*		=	DEX	+		+	
☐ DISGUISE		=	CHA	+		+	
☐ ESCAPE ARTIST		=	DEX	+		+	
☐ FLY		=	DEX	+		+	
☐ HANDLE ANIMAL*		=	CHA	+		+	
☐ HEAL		=	WIS	+		+	
☐ INTIMIDATE		=	CHA	+		+	
☐ KNOWLEDGE (ARCANA)*		=	INT	+		+	
☐ KNOWLEDGE (DUNGEONEERING)*		=	INT	+		+	
☐ KNOWLEDGE (ENGINEERING)*		=	INT	+		+	
☐ KNOWLEDGE (GEOGRAPHY)*		=	INT	+		+	
☐ KNOWLEDGE (HISTORY)*		=	INT	+		+	
☐ KNOWLEDGE (LOCAL)*		=	INT	+		+	
☐ KNOWLEDGE (NATURE)*		=	INT	+		+	
☐ KNOWLEDGE (NOBILITY)*		=	INT	+		+	
☐ KNOWLEDGE (PLANES)*		=	INT	+		+	
☐ KNOWLEDGE (RELIGION)*		=	INT	+		+	
☐ LINGUISTICS*		=	INT	+		+	
☐ PERCEPTION		=	WIS	+		+	
☐ PERFORM		=	CHA	+		+	
☐ PERFORM		=	CHA	+		+	
☐ PROFESSION*		=	WIS	+		+	
☐ PROFESSION*		=	WIS	+		+	
☐ RIDE		=	DEX	+		+	
☐ SENSE MOTIVE		=	WIS	+		+	
☐ SLEIGHT OF HAND*		=	DEX	+		+	
☐ SPELLCRAFT*		=	INT	+		+	
☐ STEALTH		=	DEX	+		+	
☐ SURVIVAL		=	WIS	+		+	
☐ SWIM		=	STR	+		+	
☐ USE MAGIC DEVICE*		=	CHA	+		+	

☒ CLASS SKILL *TRAINED ONLY

Conditional Modifiers:

Languages:

EXPERIENCE POINTS			
CURRENT		NEEDED	
MONEY	COIN		PRESTIGE POINTS
	PP		
	GP		
	SP		
	CP		OTHER VALUABLES

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