



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		=	10	+		+		+		+		+		+		+		
TOTAL					ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER	

TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS		MODIFIERS
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SAVING THROWS	TOTAL	BASE MODIFIER	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS	
FORTITUDE (CONSTITUTION)		=		+		+		
REFLEX (DEXTERITY)		=		+		+		
WILL (WISDOM)		=		+		+		

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

SPELL RESISTANCE		CMD		=		+		+		+	10
TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		DEXTERITY MODIFIER			

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	WEIGHT	NOTES		

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SPEED	BASE LAND SPEED		SWIM		FLY		MODIFIERS
	WITH ARMOR		CLIMB		BURROW		

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