Pathfinder

Name _____

Classes/Levels _____ Character Level ____

Race _____ Alignment _____ Height _____ Weight _____

Description _____

Campaign _____

Ability Scores

	STR	DEX	CON	INT	WIS	CHA
MOD						
Temp Score						
Temp Mod						

Initiative

Modifier: ____ = ____ + ____
Total = DEX Mod + Misc Mod

Hero Points /3

Hit-Points

Hit-Dice

Max | Wounds | Healing (____/____) | Nonlethal

AC

10 + ____ (DEX Mod) + ____ (Size) + ____ (Armor) + ____ (Shield) + ____ (Natural) + ____ (Deflect.) + ____ (Dodge) + ____ + ____ + ____ = ____ Total / ____ Flat-Foot / ____ Touch

Saves

	Total	=	Base Save	+	Ability Mod	+	Magic Mod	+	Misc Mod	+	Temporary Mod
Fortitude (CON)		=		+		+		+		+	
Reflex (DEX)		=		+		+		+		+	
Will (WIS)		=		+		+		+		+	

Conditional Modifiers

Resistances

DR

SR

Combat

	Total	=	Base Attack Bonus	+	Ability Mod	+	Size Mod
Melee (STR)		=		+		+	
Ranged (DEX)		=		+		+	

	Total	=	10 +	+	BAB	+	STR	+	Size	+	Misc	+	Misc
CMB		=		+		+		+		+			
CMD		=		+	CMB	+	DEX	+	Dodge	+	Deflect.	+	Misc

Weapons & Attacks

Weapon	MW+	ENH+	MISC+	TOTAL ATTACK	TYPE	DAMAGE	CRITICAL	RANGE	WT.

Notes:

Ammunition

Type:

Type:

Type:

Type:

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Feats

Feat	Reference

Racial Abilities

Ability	Reference

Spellcasting

	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known										
Spells per Day										
Bonus Spells ___										
Save DC										

• Conditional Modifiers: _____

• Specialty School/Bloodline: _____

• Prohibited Schools: _____

Class/Special Abilities

Ability	Lvl	Reference

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Pathfinder

Character Traits _____

Languages _____

Proficiencies

Weapons: ❑ Simple ❑ Martial

Armor: ❑ Light ❑ Medium ❑ Heavy

❑ Shields _____

Specific/Exotic Weapons: _____

Character History & Notes

Skill Points Per Level

•Class _____ : _____ +INT _____ = _____

•Class _____ : _____ +INT _____ = _____

•Class _____ : _____ +INT _____ = _____

•Class _____ : _____ +INT _____ = _____

•Class _____ : _____ +INT _____ = _____

Skills

Class	Skill	Key Ability	Total		Ability Mod		Ranks		Misc
❑	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	____	=	____	+	____	+	____
❑	Know (arcana)*	INT	____	=	____	+	____	+	____
❑	Know (Dungeoneer)*	INT	____	=	____	+	____	+	____
❑	Know (Engineering)*	INT	____	=	____	+	____	+	____
❑	Know (Geography)*	INT	____	=	____	+	____	+	____
❑	Know (History)*	INT	____	=	____	+	____	+	____
❑	Know (Local)*	INT	____	=	____	+	____	+	____
❑	Know (Nature)*	INT	____	=	____	+	____	+	____
❑	Know (Nobility)*	INT	____	=	____	+	____	+	____
❑	Know (Planes)*	INT	____	=	____	+	____	+	____
❑	Know (Religion)*	INT	____	=	____	+	____	+	____
❑	Linguistics*	INT	____	=	____	+	____	+	____
❑	Perception	WIS	____	=	____	+	____	+	____
❑	Perform (_____)	CHA	____	=	____	+	____	+	____
❑	Perform (_____)	CHA	____	=	____	+	____	+	____
❑	Prof (_____)	WIS	____	=	____	+	____	+	____
❑	Prof (_____)	WIS	____	=	____	+	____	+	____
❑	Sense Motive	WIS	____	=	____	+	____	+	____
❑	Sleight of Hand*	DEX	____	=	____	+	____	+	____
❑	Spellcraft*	INT	____	=	____	+	____	+	____
❑	Stealth	DEX	____	=	____	+	____	+	____
❑	Survival	WIS	____	=	____	+	____	+	____
❑	Swim	STR	____	=	____	+	____	+	____
❑	Use Magic Device*	CHA	____	=	____	+	____	+	____
	Concentration	___	____	=	____	+	____	+	____

*Trained Only

Experience Chart

Class Plan	Level	-Experience Point Total- ❑Slow	❑Medium	❑Fast	Feats	Ability Score
_____	❑ 1st	0	0	0	1st	-
_____	❑ 2nd	3,000	2,000	1,300	-	-
_____	❑ 3rd	7,500	5,500	3,300	2nd	-
_____	❑ 4th	14,000	9,000	6,000	-	1st
_____	❑ 5th	23,000	15,000	10,000	3rd	-
_____	❑ 6th	35,000	23,000	15,000	-	-
_____	❑ 7th	53,000	35,000	23,000	4th	-
_____	❑ 8th	77,000	51,000	34,000	-	2nd
_____	❑ 9th	115,000	75,000	50,000	5th	-
_____	❑ 10th	160,000	105,000	71,000	-	-
_____	❑ 11th	235,000	155,000	105,000	6th	-
_____	❑ 12th	330,000	220,000	145,000	-	3rd
_____	❑ 13th	475,000	315,000	210,000	7th	-
_____	❑ 14th	665,000	445,000	295,000	-	-
_____	❑ 15th	955,000	635,000	425,000	8th	-
_____	❑ 16th	1,350,000	980,000	600,000	-	4th
_____	❑ 17th	1,900,000	1,300,000	850,000	9th	-
_____	❑ 18th	2,700,000	1,800,000	1,200,000	-	-
_____	❑ 19th	3,850,000	2,550,000	1,700,000	10th	-
_____	❑ 20th	5,350,000	3,600,000	2,400,000	-	5th

EXP.

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Pathfinder

Encumberance

Carrying Capacity

Load	Max WT	Max DEX	Check	Speed	Run
Light	Norm	Norm	Norm	Norm	Norm
Medium	+3	-3			x4
Heavy	+1	-6			x3

Use worst penalties from armor worn and weight carried

Current Load

Feats of Strength

Heavy	Heavy x2	Heavy x5
Lift Overhead	Lift Off Ground	Push or Drag

Armor & Shield

Type:_____ Spell Fail:_____ Don Time:_____

AC+:_____ Max Dex:_____ Check:_____ Speed:_____ WT: _____

Type:_____ Spell Fail:_____ Don Time:_____

AC+:_____ Max Dex:_____ Check:_____ Speed:_____ WT: _____

Currency

Coinage	WT	Location
Platinum		
Gold		
Silver		
Copper		

Mundane Equipment

Item	WT	Location

Magical Equipment

Item	Description	Location/Slot	WT

Potions, Scrolls, and other Miscellany:_____

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Spell Preperation Sheet for _____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

Spell	Level	Comp.	Cast Time
Saving Throw	Resistance	Target/Effect/Area	Range
Duration		School/Domain	Reference
Material Components			
Description			

No. Prepared:_____ No. Cast_____

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Pathfinder

Animal Information

Familiar

Name:_____ Speed:_____

Species:_____ Align/Size/Type:_____

Senses:_____ Perception:_____

Ability Scores

STR	DEX	CON	INT	WIS	CHA
Mod					

Health

HP: Max / Current

Hit-dice

DR

Initiative (Dex) ___ + ___ = ___

CMB (Total) = BAB + STR + Size + Misc

CMD (Total) = 10 + CMB + DEX + Misc

AC (Total) = ___ + ___ + ___ + ___
DEX Size Natural Other

Touch

Flatfoot

Special Qualities:_____

Saves

	Base	Ab.	Misc
Fort.	=	+	+
Reflex	=	+	+
Will	=	+	+

Special Modifiers:_____

Familiar Abilities

	LVL	+AC	INT	Abilities
☐	1-2	+1	6	Alertness, imp. evasion, share spells, emp. link
☐	3-4	+2	7	Deliver touch spells
☐	5-6	+3	8	Speak with master
☐	7-8	+4	9	Speak with like animals
☐	9-10	+5	10	---
☐	11-12	+6	11	Spell resistance
☐	13-14	+7	12	Scry on familiar
☐	15-16	+8	13	---
☐	17-18	+9	14	---
☐	19-20	+10	15	---

Atk

	Attack	Bonus	Damage		Attack	Bonus	Damage	Range
Melee	___	+ ___	(___)	Ranged	___	+ ___	(___)	___
	___	+ ___	(___)		___	+ ___	(___)	___

Special:_____

Skills:_____

Feats:_____

Mount/Animal Companion

Name:_____ Speed:_____

Species:_____ Align/Size/Type:_____

Senses:_____ Perception:_____

Ability Scores

STR	DEX	CON	INT	WIS	CHA
Mod					

Health

HP: Max / Current

Hit-dice

DR

Initiative (Dex) ___ + ___ = ___

CMB (Total) = BAB + STR + Size + Misc

CMD (Total) = 10 + CMB + DEX + Misc

AC (Total) = ___ + ___ + ___ + ___
DEX Size Natural Other

Touch

Flatfoot

Special Qualities:_____

Tricks:_____

Saves

	Base	Ab.	Misc
Fort.	=	+	+
Reflex	=	+	+
Will	=	+	+

Special Modifiers:_____

Attacks

	Attack	Bonus	Damage
Melee	___	+ ___	(___)
	___	+ ___	(___)
Ranged	___	+ ___	(___)
	___	+ ___	(___)

Special:_____

Companion Abilities

	LVL	+AC	Trick	Abilities
☐	1-2	+0	1	Link, share spells
☐	3	+2	2	Evasion
☐	4	+2	2	Ability score increase
☐	5	+2	2	---
☐	6	+4	3	Devotion
☐	7-8	+4	3	---
☐	9	+6	4	Abl. Inc., Multiattack
☐	10-11	+6	4	---
☐	12-13	+8	5	---
☐	14	+8	5	Ability score increase
☐	15	+10	6	Improved evasion
☐	16-17	+10	6	---
☐	18-19	+11	7	---
☐	20	+11	7	Ability score increase

Skills:_____

Feats:_____

Carrying Capacity: Light_____ Medium_____ Heavy_____ Current Load_____ Load with Rider_____

HORSE, RIDING
N Large animal; Init +2; **Senses** low-light vision, scent; **Perception** +6
DEFENSE
AC 11, touch 11, flat-footed 9 (+2 Dex,-1 size); **HP** 15 (2d8+6)
Fort +6, **Ref** +5, **Will** +1
OFFENSE
Speed 50 ft.; **Melee** 2 hooves -2 (1d4+1); **Space** 10 ft.; **Reach** 5 ft.
STATISTICS
Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7; **Base Atk** +1
CMB +5; **CMD** 17 (21 vs. trip)
Feats Endurance, Run[B]
Skills Perception +6; **SQ** docile
SPECIAL ABILITIES
Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill), a horse's hooves are treated as secondary attacks.

HORSE, PONY
N Med. animal; Init +1; **Senses** low-light vision, scent; **Perception** +5
DEFENSE
AC 11, touch 11, flat-footed 10 (+1 Dex); **HP** 13 (2d8+4)
Fort +5, **Ref** +4, **Will** +0
OFFENSE
Speed 40 ft.; **Melee** 2 hooves -3 (1d3)
STATISTICS
Str 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4; **Base Atk** +1
CMB +2; **CMD** 13 (17 vs. trip)
Feats Endurance, Run[B]
Skills Perception +5; **SQ** docile
SPECIAL ABILITIES
Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill), a pony's hooves are treated as secondary attacks.

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PATHFINDER

Handy Haversack

Acts as a *Bag of Holding* with a main section and two quart-sized pouches. Always weighs 5 pounds. Wearer does not need to sear for stored material.
Removing an item is a move action that does not provoke Attacks of Opportunity. The Haversack and all contents get a +2 resistance bonus to all saves.

Left Pouch		Main Pouch		Right Pouch	
Item	WT	Item	WT	Item	WT
Storage Space Used	/20 lbs	Storage Space Used	/80 lbs	Storage Space Used	/20 lbs

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PATHFINDER

Bag of Holding/Portable Hole

Bag of Holding: appears to be a 2'x4' cloth sack. 10 minutes of air. Retrieving items is a move-action or a full-round action if it holds more than a standard backpack.
Portable Hole: 6' diameter, 10' deep. 10 minutes of air. Placing *Bag of Holding* into *Portable Hole* opens portal to Astral Plane & destroys both items.

☐ Bag of Holding ☐ Portable Hole

BAG TYPE:__________ WEIGHT:__________ WEIGHT LIMIT:____________________

Item	WT

Storage Space Used /

☐ Bag of Holding ☐ Portable Hole

BAG TYPE:__________ WEIGHT:__________ WEIGHT LIMIT:____________________

Item	WT

Storage Space Used /

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