

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						

HITPOINTS			CLASS RECORDER														
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS							
NONLETHAL HP DAM																	
TEMPORARY HP																	
TOTAL HP		FAVORED CLASS	TOTALS														

ABILITY SCORE & RACIAL NOTES _____

CONDITIONS & MISCELLANEOUS TRACKING _____

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC										
TOUCH										
FLAT-FOOT										

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

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE <small>ATTACK MODIFIER</small>						
RANGED <small>ATTACK MODIFIER</small>						
CMB						
CMD		BAB	DODGE & DEFLECT	STR & DEX		

SKILLS	ABILITY	RANKS			
		TOTAL	RANKS	ABILITY TRAINED	MISC
* ACROBATICS ♦	DEX				
* APPRAISE	INT				
* BLUFF	CHA				
* CLIMB ♦	STR				
* 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				
* KN:	INT				
* LINGUISTICS	INT				
* PERCEPTION	WIS				
* PERFORM:	CHA				
* PROF:	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. * 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 & 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

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE ([HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0/](http://creativecommons.org/licenses/by-nc-sa/3.0/)). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: $25FT + 5FT / 2 LVL$ MEDIUM: $100FT + 10FT / LVL$ LONG: $400FT + 40FT / LVL$

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: $25FT + 5FT / 2 LVL$ MEDIUM: $100FT + 10FT / LVL$ LONG: $400FT + 40FT / LVL$

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE