

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Date: _____

1

CHARACTER

RACE

SIZE

CLASS

LEVEL

GENDER

AGE

HEIGHT

WEIGHT

DEITY

ALIGNMENT

LANGUAGES

ARMOR & PROTECTION WORN

WEAPONS USED

NOTABLE ITEMS

ABILITY SCORES

STRINT

DEXWIS

CONCHA

MOVEMENT & LIFTING

SPEEDOVER HEADOFF GROUNDPUSH OR DRAG

SAVING THROWS

FORTREFWILL

SAVING THROW MODIFIERS

ARMOR CLASS

FLAT FOOT

VS TOUCH

ARMOR CLASS MODIFIERS

HIT POINTS

SUB DUAL

2

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HIT POINTS

SUB DUAL

Armor Check Penalty

Melee/Ranged

AC (Nor/Flat/Touch)

Hit Points

Saves(F/R/W)

CMB

CMD

Can be used untrained

Armor Check Penalty

Acrobatics

Appraise

Bluff

Climb

Craft

Craft

Diplomacy

Disable Device

Disguise

Escape Artist

Fly

Handle Animal

Heal

Intimidate

Knowledge, arcana

Know, dungeoneering

Know, geography

Know, history

Know, local

Know, nature

Know, nobility

Know, planes

Know, religion

Linguistics

Perception

Perform

Perform

Profession

Ride

Sense Motive

Sleight of Hand

Spellcraft

Stealth

Survival

Swim

Swim

Use Magic Device