

CHARACTER	PLAYER	PFS NUMBER	FACTION	PRESTIGE/FAME
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
AGE	ALIGNMENT	DEITY	DISTINGUISHING FEATURES	



LANGUAGES

ABILITY SCORE	TOTAL	MOD	BONUSES (AND DESCRIPTIONS)
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
WIS WISDOM			
CHA CHARISMA			

HITPOINTS			CLASS RECORDER						
CURRENT HP	HP GAINED	HD	CLASS NAME	LEVELS	BAB	SKILLS	FORT	REF	WILL
TEMPORARY HP									
TOTAL HP			FAVORED CLASS:	TOTALS					

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	BONUSES (AND DESCRIPTIONS)	ARMOR PENALTY
AC ARMOR CLASS	-10+									
TOUCH ARMOR CLASS	-10+									
FLAT-FOOT ARMOR CLASS	-10+									

SAVING THROWS	TOTAL	BASE	ABILITY	ENHANCE	BONUSES (AND DESCRIPTIONS)
FORT FORTITUDE			CON		
REF REFLEX			DEX		
WILL WILLPOWER			WIS		

ATTACKS	TOTAL	BAB	ABILITY	SIZE	BONUSES (AND DESCRIPTIONS)
MELEE ATTACK MODIFIER			STR		
RANGED ATTACK MODIFIER			DEX		
CMB TO ATTACK			STR		
CMD TO DEFEND			STR	10+	DEX

FEATS & FEATURES
CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

SKILLS				
CLASS	TOTAL	RANKS	ABILITY	BONUSES
<input type="checkbox"/> ACROBATICS •	DEX			
<input type="checkbox"/> APPRAISE	INT			
<input type="checkbox"/> BLUFF	CHA			
<input type="checkbox"/> CLIMB •	STR			
<input type="checkbox"/> CRAFT:	INT			
<input type="checkbox"/> DIPLOMACY	CHA			
<input type="checkbox"/> DISABLE DEVICE •	DEX			
<input type="checkbox"/> DISGUISE	CHA			
<input type="checkbox"/> ESCAPE ARTIST •	DEX			
<input type="checkbox"/> FLY •	DEX			
<input type="checkbox"/> HANDLE ANIMAL	CHA			
<input type="checkbox"/> HEAL	WIS			
<input type="checkbox"/> INTIMIDATE	CHA			
<input type="checkbox"/> KN: ARCANA	INT			
<input type="checkbox"/> KN: DUNGEONEERING	INT			
<input type="checkbox"/> KN: ENGINEERING	INT			
<input type="checkbox"/> KN: GEOGRAPHY	INT			
<input type="checkbox"/> KN: HISTORY	INT			
<input type="checkbox"/> KN: LOCAL	INT			
<input type="checkbox"/> KN: NATURE	INT			
<input type="checkbox"/> KN: NOBILITY	INT			
<input type="checkbox"/> KN: PLANES	INT			
<input type="checkbox"/> KN: RELIGION	INT			
<input type="checkbox"/> LINGUISTICS	INT			
<input type="checkbox"/> PERCEPTION	WIS			
<input type="checkbox"/> PERFORM	CHA			
<input type="checkbox"/> PROFESSION:	WIS			
<input type="checkbox"/> RIDE •	DEX			
<input type="checkbox"/> SENSE MOTIVE	WIS			
<input type="checkbox"/> SLEIGHT OF HAND •	DEX			
<input type="checkbox"/> SPELLCRAFT	INT			
<input type="checkbox"/> STEALTH •	DEX			
<input type="checkbox"/> SURVIVAL	WIS			
<input type="checkbox"/> SWIM •	STR			
<input type="checkbox"/> USE MAGIC DEVICE	CHA			
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. SKILLS MARKED WITH • ARE APPLIED ARMOR CHECK PENALTIES

EXPERIENCE
SLOW MEDIUM FAST

INIT
INITIATIVE

	SPEED	FLY	SWIM	CLIMB
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DR
DAMAGE REDUCTION

SR
SPELL RESIST

RESISTANCES

RESISTANCES

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL

PROFICIENCIES							

WEAPONS & ATTACKS	ENHANCE	TOTAL ATTACK MODIFIERS	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES

