

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
SAVING THROWS					
FORTITUDE CONSTITUTION					
REFLEX DEXTERITY					
WILL WISDOM					

	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD	TEMP. MODIFIER
CMB COMBAT MANEUVER BONUS						
CMD COMBAT MANEUVER DEFENSE						

	TOTAL	BAB	STR+ DEX	SIZE MOD	MISC. MOD	TEMP. MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

WEAPON			AMMUNITION										<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
			TOTAL ATTACK BONUS					DAMAGE					CRITICAL	
RANGE	WEIGHT	TYPE	SIZE			SPECIAL PROPERTIES								

[illegible]

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GEAR

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS		MAX DEX BONUS
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

SHIELD/PROTECTIVE ITEM	SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE

SHIELD/PROTECTIVE ITEM	SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

OTHER POSSESSIONS

[illegible]

		Magic Items Equipped by Slot	
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		Belt/Waist Slot	
			0 lbs
		Body Slot	
			0 lbs
		Chest/Torso Slot	
			0 lbs
		Eyes/Face Slot	
			0 lbs
		Feet Slot	
			0 lbs
		Hand Slot	
			0 lbs
		Head Slot	
			0 lbs
		Headband Slot	
			0 lbs
		Neck Slot	
			0 lbs
		Ring Slot (RH)	
			0 lbs
		Ring Slot (LH)	
			0 lbs
		Shoulder Slot	
			0 lbs
		Wrist/Arm Slot	
			0 lbs

Armor/Shield/Weapons lbs

Total Weight Carried lbs

ENCUMBRANCE

Diagram illustrating the layout for a 3D force analysis, showing a 3x3 grid of boxes for data entry. The boxes are labeled as follows:

- Top Row: LIGHT LOAD, MED LOAD, HEAVY LOAD
- Middle Row: LIFT OVER, LIFT OFF GROUND, PUSH DRAG
- Bottom Row: Two empty rectangular boxes for additional data entry.

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Misc.	

EXPERIENCE / LEVEL	
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
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90	90
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92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

NOTES

LANGUAGES

[illegible]

SPECIAL ABILITIES

[illegible]

[illegible]

[illegible]

NAME

TYPE

HD

SIZE

ALIGNMENT

GENDER

HEIGHT

WEIGHT

AGE

SOURCE

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

STR

STRENGTH

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

HP

HIT POINTS

AC

ARMOR CLASS

TOUCH

ARMOR CLASS

FLAT

ARMOR CLASS

SR

SPELL RESISTANCE

SPACE

REACH

TOTAL

TEMP.

WOUNDS

NON-LETHAL DAMAGE

LAND

CLIMB

SWIM

BURROW

FLY

ENERGY RESISTANCE

TOTAL

ARMOR BONUS

NATURAL ARMOR

DEX MODIFIER

SIZE MODIFIER

DODGE BONUS

DEFLECT BONUS

MISC. BONUS

ARMOR CHECK PENALTY

DAMAGE REDUCTION

SAVING THROWS

TOTAL

TEMP. MODIFIER

FORTITUDE

CONSTITUTION

REFLEX

DEXTERITY

WILL

WISDOM

BAB

BASE ATTACK BONUS

CMB

MANEUVER BONUS

CMD

MANEUVER DEFENSE

MELEE

ATTACK BONUS

RANGED

ATTACK BONUS

INITIATIVE

SAVING THROWS

TOTAL

TEMP. MODIFIER

FORTITUDE

CONSTITUTION

REFLEX

DEXTERITY

WILL

WISDOM

BAB

BASE ATTACK BONUS

CMB

MANEUVER BONUS

CMD

MANEUVER DEFENSE

MELEE

ATTACK BONUS

RANGED

ATTACK BONUS

INITIATIVE

PRIMARY

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

SPECIAL PROPERTIES

SECONDARY

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

SPECIAL PROPERTIES

TERTIARY

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

SPECIAL PROPERTIES

PROTECTIVE ITEM

TYPE

ARMOR BONUS

MAX DEX BONUS

ACP

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

FAMILIAR SPECIAL QUALITIES

CLASS SKILLS

SKILLS

MAX RANKS:

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. BONUS

Acrobatics

Dex *

Appraise

Int

Bluff

Cha

Climb

Str *

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

Ride

Dex *

Sense Motive

Wis

Sleight of Hand

Dex *

Spellcraft

Int

Stealth

Dex *

Survival

Wis

Swim

Str *

Use Magic Device

Cha

Skill ranks cannot be greater than HD.
Skills marked with ☑ are class skills.
* ARMOR CHECK PENALTY applies.

GEAR

ITEMS

Wgt.

ITEMS

Wgt.

TOTAL WEIGHT

0 lbs.

GEAR WEIGHT

0 lbs.

NOTES

ENCUMBRANCE

LIGHT LOAD

MED LOAD

HEAVY LOAD

LIFT OVER

LIFT OFF GROUND

PUSH DRAG

(Spd: normal, Max Dex Bonus: normal).

NAME

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

SAVING THROWS

FORTITUDE

CONSTITUTION

REFLEX

DEXTERITY

WILL

WISDOM

HP

HIT POINTS

AC

ARMOR CLASS

TOUCH

ARMOR CLASS

FLAT

ARMOR CLASS

MELEE

ATTACK BONUS

RANGED

ATTACK BONUS

INITIATIVE

ATTACK

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

AMMUNITION

ATTACK

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

AMMUNITION

ATTACK

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

AMMUNITION

EIDOLON SPECIAL QUALITIES

TYPE

SIZE

ALIGNMENT

GENDER

HEIGHT

WEIGHT

AGE

SOURCE

TOTAL

TEMP.

DAMAGE

LAND

CLIMB

SWIM

BURROW

FLY

ENERGY RESISTANCE

ARMOR BONUS

NATURAL ARMOR

DEX MODIFIER

SIZE MODIFIER

DODGE BONUS

DEFLECT BONUS

MISC. BONUS

DAMAGE REDUCTION

SPELL RESISTANCE

SPACE

REACH

CLASS SKILLS

SKILLS

MAX RANKS:

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

+

RANKS

+

MISC. BONUS

Acrobatics

Dex *

=

+

+

Appraise

Int

=

+

+

Bluff

Cha

=

+

+

Climb

Str *

=

+

+

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

=

+

+

Ride

Dex *

=

+

+

Sense Motive

Wis

=

+

+

Sleight of Hand

Dex *

=

+

+

Spellcraft

Int

=

+

+

Stealth

Dex *

=

+

+

Survival

Wis

=

+

+

Swim

Str *

=

+

+

Use Magic Device

Cha

=

+

+

=

+

+

=

+

+

=

+

+

=

+

+

Skill ranks cannot be greater than HD.
Skills marked with ☑ are class skills.
* ARMOR CHECK PENALTY applies.

GEAR

ITEMS

Wgt.

ITEMS

Wgt.

TOTAL WEIGHT

0 lbs

GEAR WEIGHT

0 lbs

NOTES

ENCUMBRANCE

LIGHT LOAD

MED LOAD

HEAVY LOAD

LIFT OVER

LIFT OFF GROUND

PUSH DRAG

(Spd: normal, Max Dex Bonus: normal).