

WEAPON

PATHFINDCR	CHARACTER NAME	ALIG	NMENT P	LAYER			
ROLEPLAYING GAME/C	CHARACTER LEVEL	DEITY H	OMELAND		CAMPAIG	žN.	
BARBARIAN	CHARACTER ELVEE	DEIII II	OMELAND		CAIMI AIC		
	RACE	SIZE GENDER	AGE HI	EIGHT V	WEIGHT	HAIR	EYES
ABILITY ABILITY ABILITY TEMP. TEMP NAME SCORE MODIFIER SCORE MODIFIER		_	МО	VEMEN	JT		
STR STRENGTH		7	MC				
DEX	HIT POINTS TOTAL NONLETHAL DAMA	GE FT. SQ.	FT.	sq.	FT.		
DEXTERITY	_	BASE SPEED	ARMOR SPEE	ED BU	URROW		
CON	WOUNDS/CURRENT HP	FT.		FT.	FT.		
INT	INITIATIVE = +	FLY MANUVERAE	BILITY SWII	м с	CLIMB	TEMP. MODIF	FIERS
INTELLIGENCE	TOTAL DEX MOD. MISC. MC	DD.	5	KILLS			
WIS WISDOM	DAMAGE REDUCTION	SKILL NAME		TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
CHA	SPELL ENERGY RESIST	☑ ACROBATICS				+	+
CHARISMA		APPRAISE				+	
AC =10+ +	+ + + + + + +	BLUFF				+	+
ARMOR CLASS ARMOR SHIEL BONUS BONUS		□ ☑ CLIMB		=:	STR	+	+
тоисн	MODIFIERS	CRAFT		=	INT	+	+
ТООСН		☑ CRAFT		=	INT	+	+
FLAT FOOTED		DIPLOMACY		=	CHA	+	+
		DISABLE DEVI	CE *	=	DEX	+	+
SAVE MODIFIER M	MAGIC MISC. TEMP.	DISGUISE		=	CHA	+	+
FORTITUDE = + + +	+ H H MODIFIER	LSCAPE ARTIS	ST .			+	+
REFLEX = + +	─ ,,-	☐ FLY	*	<u> </u>		+	+
DEXTERITY		☐ HANDLE ANIM	AL "		CHA	± :	+
WILL WISDOM + +	+ +	☐ FIEAL ☐ INTIMIDATE				+	<u> </u>
		□ KNOWLEDGE (ARCANA)*		INT	+	+
B.A.B.	RAGE /	KNOWLEDGE (I			INT	+	+
CMB =	+ H H MODIFIE		_			+	+
	A.B. STR SIZE	☐ KNOWLEDGE (GEOGRAPHY)*	=	INT	+ ·	+
	MODIFIER MODIFIER	KNOWLEDGE (HISTORY)*	=	INT	+	+
CMD =	+++10	KNOWLEDGE (L	LOCAL)*	=	INT	+	+
TOTAL B.	A.B. STR DEX SIZE MODIFIER MODIFIER MODIFIER	☑ KNOWLEDGE (*)	NATURE)*	=	INT	+	+
WEAPON	ATTACK BONUS DAMAGE CRITICAL	KNOWLEDGE (1	NOBILITY)*	=	INT	+	+
		☐ KNOWLEDGE (F					+
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	KNOWLEDGE (F			INT		
		LINGUISTICS *			INT		
		✓ PERCEPTION✓ PERFORM			WIS		
WEAPON	ATTACK BONUS DAMAGE CRITICAL						
	ATTACK BONUS DAMAGE CRITICAL	□ PROFESSION *					
		☐ PROFESSION *					
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ RIDE			DEX		
		SENSE MOTIVE	Ξ		wis		
		SI FIGHT OF H	AND *		DFX		

						M KIDE
	WEAF	PON				SLEIGHT O
	WEAR	ON	ATTACK BONUS	DAMAGE	CRITICAL	SPELLCRA
						STEALTH
TYPE	RANGE	AMMUNITION	SPEC	IAL PROPERTIES		☑ SURVIVAL
						☑ Swim
						USE MAGI

			☑ SWIM	=STR+_
			☐ USE MAGIC DEVICE *	+ _
			П	+
ATTACK BONUS	DAMAGE	CRITICAL		
				+ _
			CLASS SKILL * TRAINED ONLY	CANNOT USE IN RAGE
SPEC	IAL PROPERTIES			
			CONDITIONAL MODIFIE	DC.

____ =INT ____ + ___ + ____

__ =wis ____ + ___ + __

	WEAR	ON			
	WEAF	OIN	ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPEC	I CIAL PROPERTIES	

☐ SPELLCRAFT * STEALTH

LANGUAGES:

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ITEM	#	REF.	LBS.	ITEM		REF.	LBS.	ITEM		#	REF.	LBS.
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CONTAINER				LBS.						(WEIGHT	
								CHARAC	TER GEAR			
CAPACITY:									HEAD		ı	REF.
									_			
CAPACITY:						~			FACE		1	REF.
CAPACITY:						7			THROAT			REF.
											I	
	AR	MOR							SHOULDERS		1	REF.
ARMOR/PROTECTIVE ITEM	1	TYPE	E AC	BONUS MAX DEX								
									BODY		1	REF.
CHECK PENALTY SPELL FAIL SPE	ED W	/EIGHT	SPECIAL	PROPERTIES								
					- 5				TORSO			REF.
SHIELD/PROTECTIVE ITEM	4	EIGUT	. AC DO	NUIS : CHECK DENIALTY								
SHIELDSTROTECTIVETIEN	1 44	LIGHT	AC BC	NOS CHECK FENALIT		K	_ /		ARMS			REF.
SPELL FAIL SPECIAL PROPERTIES	_											
									HANDS			REF.
					1				WAIST			REF.
CARR	YINC	G CAP	ACITY						WAIST			KEF.
LIGHT LOAD	П	LIFT	OVER H	EAD MAX					FEET			REF.
MEDIUM LOAD		LIFT	OFF GRO	DUND MAX x2								
						d			RING			REF.
HEAVY LOAD	_	PUSH	OR DR	MAX x5	3						Ĭ	
	• • • •				- 1				RING			REF.
COINS VALUABLES		ALTH	1				,					
СР								OTHER.	/NOTES			
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		FEA	TS			
FEAT	PAGE REF.	FEAT		PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT		PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT		PAGE REF.	FEAT	PAGE REF.
NOTES		VOTES			VOTES	
FEAT	PAGE REF.	FEAT		PAGE REF.	FEAT	PAGE REF.
NOTES		VOTES			NOTES	
	TRAITS	z			RAGE POWERS	
					MINOL I OMENO	PAGE REF.
-						
CLASS F	EATURES					
RA	IGE					
RAGE NEW BONUS SCORE	NEW MOD.	TOUCH F.F.				<u> </u>
STR	AC					
ROUNDS PER DAY	WILL	TIRELESS RAGE				
-					NOTES	
-						
EXPE	RIENCE					
EXPERIENCE:						
NEXT LEVEL:						

PATHFINDER	CHARACTER NAME		ALIGNMENT PLA	YER		
Rard Rard	CHARACTER LEVEL	DEITY	HOMELAND	CAMPAI	GN	
Daru	RACE	SIZE GEN	DER AGE HEIC	HT WEIGHT	HAIR	EYES
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIER		. ——	MOV	EMENT		
STR STRENGTH	HP HIT POINTS					
DEX	TOTAL NONLETHAL DAMAGE	FT. BASE SPE	sq. FT. EED ARMOR SPEED	SQ. FT. BURROW		
DEXTERITY		BASE SPE	ARMOR SPEED	Bokkow		
CON	WOUNDS/CURRENT HP	FLY MAN	NUVERABILITY SWIM	FT. CLIMB	TEMP. MOD	IFIERS
INT	INITIATIVE = +					
WIS	TOTAL DEX MOD. MISC. MOD.			TOTAL ABILITY	,	Misc.
WISDOM	REDUCTION	SKILL N		BONUS MOD.	RANKS	MOD.
CHA CHARISMA	SPELL ENERGY RESIST	☑ ACROBAT		=DEX	+	+
		☑ Apprais	E	=INT	+	. +
AC =10+ ARMOR + SHIELD	DEX SIZE NATURAL DEFLECTION MISC.	☑ BLUFF		=CHA	+	. +
TOTAL BONUS BONUS	MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	☑ CLIMB ☑ CRAFT		=STR =INT	+	· +
TOUCH	MODIFIERS	☑ CRAFT _		=INT	+	+
FLAT		☑ DIPLOMA			+	+
FOOTED		DISABLE	DEVICE *	=DEX	+	+
TOTAL BASE ABILITY MAN SAVE MODIFIER MODI	GIC MISC. TEMP. IFIER MODIFIER MODIFIER	☑ DISGUISE	Ξ .	=CHA	+	+
FORTITUDE = + +	+ + MODIFIERS	☑ ESCAPE	ARTIST	=DEX	+	+
REFLEX = + +	5.8.81	FLY		=DEX	+	+
DEXTERITY		HANDLE	ANIMAL *		+	+
WILL WISDOM + +	+ +	│ □ HEAL ☑ INTIMIDA			+	. +
	BARDIC /	-	DGE (ARCANA)*	=CHA =INT	+	· T ——
B.A.B.	PERFORM.		DGE (DUNGEONEERING)*	=INT	+	+
CMB =	+ + H	a <u> </u>	DGE (ENGINEERING)*	=INT	+	+
TOTAL B.A.E	3. STR SIZE MODIFIER MODIFIER	☑ KNOWLE	DGE (GEOGRAPHY)*	=INT	+	+
CMD		✓ KNOWLE	DGE (HISTORY)*	=INT	+	+
CMD = B.A.E	3. STR DEX SIZE + 10		DGE (LOCAL)*	=INT	+	+
	MODIFIER MODIFIER		DGE (NATURE)* DGE (NOBILITY)*	=INT	+	. +
SPELLS	TOUCH ATTACK SAVE DC MOD.		DGE (NOBILITY)* DGE (PLANES)*		+	· T ——
0 / 1st / 2nd / 3rd / 4th / 5th / 6th	MELEE / RANGED		DGE (RELIGION)*	=INT	+	+
CASTER LEVEL SPELL FAILURE	SPECIAL PROPERTIES	☐ LINGUIST	rics *	=INT	+	+
		☐ PERCEPT	TION	=WIS	+	+
			М	=CHA	+	+
WEAPON AT	TACK BONUS DAMAGE CRITICAL	-	M			
		1	SION *			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ PROFESS	SION *	=WIS =DEX		
		SENSE M		=DEX =WIS		
				=DEX		
WEAPON AT	TACK BONUS DAMAGE CRITICAL	☑ SPELLCR		=INT		
		☑ STEALTH		=DEX	+	+
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	SURVIVA	L ,	=WIS	+	+
		SWIM		=STR		
				=CHA		
WEAPON	TACK BONUS DAMAGE CRITICAL	□ CONCEN		=CHA		
			L * TRAINED ONLY		т	. +
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES					
		CONDITIO	ONAL MODIFIERS	5:		
WEARON		´ ———				
WEAPON	TACK BONUS DAMAGE CRITICAL					
		LANGUA	GES.			

AMMUNITION

TYPE

IN V	/EN	TO	RY

STAVES	CL CHARGES	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.
SPELLS:	DC:		1				+		
	DC:		+-				+-	 	
	DC:		+-				+-	-	
	DC:		┼				+-		
	bc						↓		
SPELLS:	DC:								
	DC:								
			+				+		
-	DC:		+-				+-		
	DC:		-				+-	-	
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WANDS	el pe ellapere						\perp		
WANDS	CL DC CHARGES								
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						•		TOTAL	
CONTAINER		LBS.						WEIGHT	
CONTAINER		LBS.					•		
						CHARACTER GEAR			
CAPACITY:						HEAD			REF.
CAPACITY:						FACE		ار	REF.
						V 5			J
CAPACITY:			1						
CAFACITI.						THROAT		1	REF.
			- /-	7///					
	ARMOR				///	SHOULDERS		, 1	REF.
	•								
ARMOR/PROTECT	TIVE ITEM TYPE	AC BONUS MAX DEX							
						BODY		,1	REF.
CHECK PENALTY SPELL	L FAIL SPEED WEIGHT SF	PECIAL PROPERTIES		<i></i>					
CHECKI ENALIT SI ELI	LIAL SILLS WEIGHT SI	EGIAL I NOI EICHES			\sim	70000			255
						TORSO		<u> </u>	REF.
SHIELD/PROTECT	TIVE ITEM WEIGHT A	AC BONUS CHECK PENALTY				ARMS		1	REF.
						0			
SPELL FAIL SPECIAL PR	POPERTIES			- 7					
SI ELLI AIL SI ECIALI I	TOI LITTLES					HANDS		\- <u>-</u> -	REF.
					2/				
						WAIST			REF.
	CARRYING CAPA	CITY				WAIST			XEF.
LIGHT LOAD	LIFT O	/ER HEAD MAX				FEET		1	REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2							
		NAZ DE X							
HEAVY LOAD	PUSH C	DR DRAG MAX x5				RING		1	REF.
						RING		Į.	REF.
	WEALTH								
COINS	VALUABLES		-			OTHER/NOTES			
CP		r				OTHER/ NOTES			
		 							
SP		.					,		
GP		<u> </u>							
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	FEA	TS				5	PELL!	s —	
FEAT PA	GE REF.	FEAT		PAGE REF.	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
2002		NOTES					0		
		FEAT		PAGE REF.	H	\mathbb{H}	1st		
Sales		NOTES			H	H	2ND 3RD	H	
FEAT PA	GE REF.	FEAT		PAGE REF.			4тн		
NOTES		NOTES					5тн		
		FEAT		PAGE REF.			6тн		Щ
S S S S S S S S S S S S S S S S S S S		NOTES			CONDITIONAL	MODIFIERS			
	GE REF.	FEAT		PAGE REF.		BARDIO	PERFORM	MANCE	
NOTES		ZOTES			SAVE DC		= 10 + [+ [AADISMA
	GE REF.	FEAT		PAGE REF.	CONDITIONAL			LEVEL M	ODIFIER
NOTES		NOTES							
RACIAL TE	MIIS				PERFO	RMAN	CES	P/	GE REF.
CLASS FEAT	TURES								
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			[— J
					No	OTES			
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EXPERIE	NCE								
	NCE								
EXPERIENCE:									
NEXT LEVEL:									



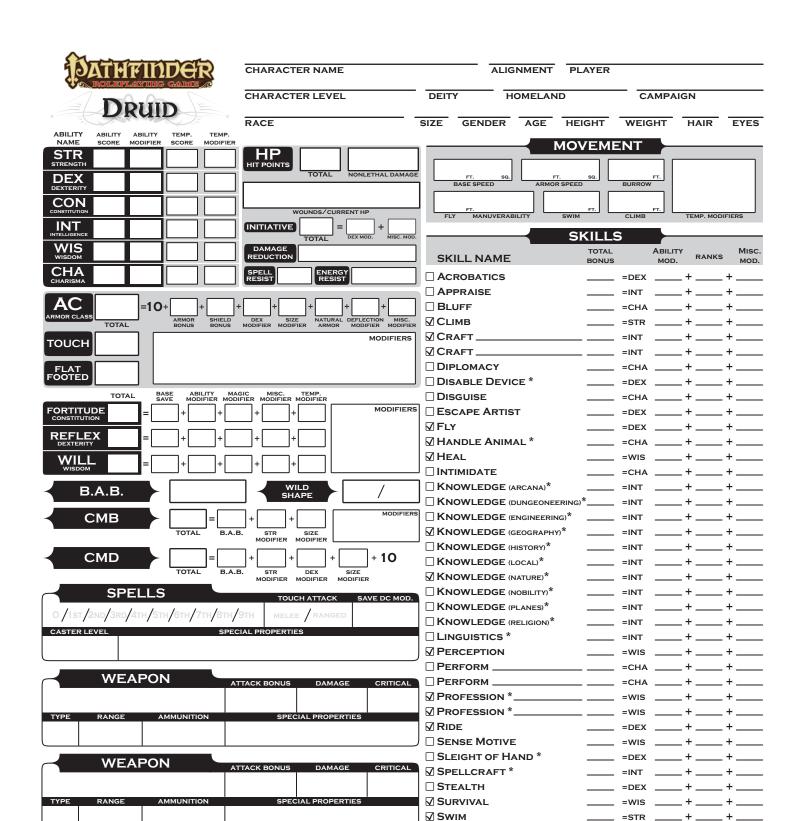
CHARACTER NAME		ALIGNMENT	PLAYER	
CHARACTER LEVEL	DEITY	HOMELANI)	CAMPAIGN

CLERIC		
RACE	SIZE GENDER AGE HEIG	HT WEIGHT HAIR EYES
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIER	MOV	EMENT
STR HP HP	MOV	EMENT
STRENGTH HIT POINTS TOTAL NONLETHAL DAMAGE	FT. SQ. FT.	sq. FT.
DEX DEXTERITY	BASE SPEED ARMOR SPEED	BURROW
CON]	et. Et.
CONSTITUTION WOUNDS/CURRENT HP	FLY MANUVERABILITY SWIM	CLIMB TEMP. MODIFIERS
INITIATIVE = + DEX MOD. + MISC. MOD.	SK	ILLS
WIS		TOTAL ABILITY MISC.
WISDOM REDUCTION REDUCTION	SKILL NAME	BONUS MOD. RANKS MOD.
CHA CHARISMA SPELL RESIST ENERGY RESIST	ACROBATICS	=DEX + +
	☑ APPRAISE	=INT + +
AC =10+ + + + + + + + + + + + + + + + + + +	BLUFF	=CHA + +
TOTAL BONUS BONUS MODIFIER MODIFIER ARMOR MODIFIER MODIFIER		=STR + +
TOUCH	☑ CRAFT	=INT + +
	☑ CRAFT	=INT + +
FLAT FOOTED	☑ DIPLOMACY	=CHA + +
TOTAL BASE ABILITY MAGIC MISC. TEMP.	☐ DISABLE DEVICE *	=DEX + +
FORTITUDE MODIFIER MODIFIER MODIFIER MODIFIER	☐ DISGUISE ☐ ESCAPE ARTIST	=CHA + + =DEX + +
CONSTITUTION	☐ ESCAPE ARTIST	=DEX + +
REFLEX DEXTERITY = + + + + +	☐ HANDLE ANIMAL *	=DEX + +
	MHEAL	=WIS + +
WILL + + + +	∏INTIMIDATE	=CHA + +
CHANNEL /	MKNOWLEDGE (ARCANA)*	=INT + +
B.A.B.	□ KNOWLEDGE (DUNGEONEERING)*.	=INT + +
CMB + + +		=INT + +
TOTAL B.A.B. STR SIZE	☐ KNOWLEDGE (GEOGRAPHY)*	=INT + +
MODIFIER MODIFIER	J —	=INT + +
CMD = + + + + 10	☐ KNOWLEDGE (LOCAL)*	=INT + +
TOTAL B.A.B. STR DEX SIZE MODIFIER MODIFIER MODIFIER	☐ KNOWLEDGE (NATURE)*	=INT + +
SPELLS TOUCH ATTACK SAVE DC MOD.	✓ KNOWLEDGE (NOBILITY)*	=INT + +
TOOCHATIACK SAVE BE MOD.	☑ KNOWLEDGE (PLANES)*	=INT + +
0 /1st/2nd/3rd/4th/5th/6th/7th/8th/9th melee / ranged	✓ KNOWLEDGE (RELIGION)*	=INT + +
CASTER LEVEL SPECIAL PROPERTIES	☑ LINGUISTICS *	=INT + +
	☐ PERCEPTION .	=WIS + +
	☐ PERFORM	=CHA++
WEAPON ATTACK BONUS DAMAGE CRITICAL	□ PERFORM	=CHA + +
	☑ Profession *	=WIS + +
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	_	=WIS + +
	<u> </u>	=DEX + +
		=WIS + +
WEAPON ATTACK BONUS DAMAGE CRITICAL	\	=DEX + +
ATTACK BONGS BAMAGE CRITICAL		=INT + +
	STEALTH	=DEX + +
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	SURVIVAL	= WIS + +
	SWIM -	=STR + +
WEADON		=CHA + + =WIS + _C. LVL +
WEAPON ATTACK BONUS DAMAGE CRITICAL	_	
	CLASS SKILL * TRAINED ONLY	*
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	LE CLASS SKILL I KAINED UNLY	
	CONDITIONAL MODIFIERS	:
WEAPON ATTACK BONUS DAMAGE CRITICAL	\ <u></u>	
	LANGUAGES:	
TYPE DANGE AMMINITION CONTROL PROPERTIES		
TYPE RANGE AMMUNITION SPECIAL PROPERTIES		

INVENTORY

STAVES	CL CHARGES	ITEM	. #	REF.	LBS.	ITEM		. #	REF.	LBS.
5 / N L L S	CE CHARGES									
-			+					-		
SPELLS:	DC:		+							
	DC:		+							
	DC:		+							
	DC:		+		-			\vdash		
			+							
			+							
SPELLS:	DC:		+							
-	DC:		+					-		
	DC:		+		-			-		
	DC:		+		-					
			+							
WANDS	CL DC CHARGES		+							
			+					_		
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									TOTAL	
CONTAINER		LBS.						U	WEIGHT	
						CHARAC	TER GEAR			
CAPACITY:							HEAD		.1	REF.
CAPACITY:							FACE		ľ	REF.
-										
CAPACITY:							THROAT			REF.
	ARMOR						SHOULDERS			REF.
					2					
ARMOR/PROTEC	TIVE ITEM TYPE	AC BONUS MAX DEX								
							BODY			REF.
CHECK PENALTY SPEL	L FAIL SPEED WEIGHT SI	PECIAL PROPERTIES								
							TORSO		, i	REF.
SHIELD/PROTEC	TIVE ITEM WEIGHT A	AC BONUS CHECK PENALTY					ARMS		1	REF.
SPELL FAIL SPECIAL PI	ROPERTIES						HANDS			REF.
							5			
		_			47/					
	CARRYING CAPA	CITY					WAIST		1	REF.
								_		
LIGHT LOAD	LIFT O	/ER HEAD MAX					FEET			REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2								
							RING			REF.
HEAVY LOAD	PUSH C	DR DRAG MAX x5								
							RING			REF.
	WEALTH									
COINS	VALUABLES					OTHER	/NOTES			
СР						OTHER.	HOTES			
SP]									
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GP										
PP	1									
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	FEA	ATS				SPELLS	5	
FEAT	PAGE REF.	FEAT	PAGE REF.	SPELLS	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
NOTES		NOTES				0		
FEAT	PAGE REF.	FEAT	PAGE REF.	\mathbb{H}		15T	H	H
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FEAT	PAGE REF.	FEAT	PAGE REF.			6тн		닏
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FEAT	PAGE REF.	FEAT	PAGE REF.	H		8тн 9тн	H	H
NOTES		NOTES		CONDITIONAL	MODIFIERS			二
FEAT	PAGE REF.	FEAT	PAGE REF.					
VOTES		NOTES						
FEAT	PAGE REF.	FEAT	l PAGE REF.			DOMAINS		
(8		(8						
NOTES	FEATURES	Ž V		RACIA				
HEALING/DAMAGE TOTAL	= 10 + 1/2 CLE LEVEL	+ H H H H H H H H H H H H H H H H H H H		Ne	OTES			
EXPE EXPERIENCE: NEXT LEVEL:	RIENCE							



TYPE	RANGE	AMMUNITION	SPEC	IAL PROPERTIES		☐ + + +
—	WEAI		ATTACK BONUS	DAMAGE	CRITICAL	LANGUAGES:
TYPE	RANGE	AMMUNITION	SPEC	CIAL PROPERTIES		

ATTACK BONUS DAMAGE CRITICAL

WEAPON

☐ USE MAGIC DEVICE *

☐ CONCENTRATION

=CHA

=WIS

	7/-			
IIN'	ᅜᆫ	N	IO	RY

STAVES	CL CHARGES	ITEM	#	REF.	LBS.	ITEM		#	REF.	LBS.
SPELLS:	DC:		1							
	DC:		+							
	DC:		+-							
	DC:		+							
	bc		_							
-										
SPELLS:	DC:									
	DC:									
			T							
-	DC:		+-							
	DC:		+							
			+							
WANDS	CL DC CHARGES									
HARIOS	CE DC CHARGES									
			+							
			+-							
			+							
										J
			•						TOTAL	
CONTAINER		LBS.						Ų	WEIGHT	
						CILL D. LO	SED SEAD			
						CHARAC	TER GEAR			
CAPACITY:							HEAD		Į.	REF.
							\			
CADACITY:						- 4				
CAPACITY:							FACE			REF.
CAPACITY:							THROAT		ı, F	REF.
				4						
	ARMOR						SHOULDERS			REF.
ABMOR /BROTECT	TIVE ITEM . TVDE .	AC BONUS MAX DEX						<i>)</i> \		
ARMOR/ FROTEC	IIVEIIEM IIIFE	AC BONUS MAX DEX					BODY		-	REF.
			7							VEI .
CHECK PENALTY SPELI	L FAIL SPEED WEIGHT SE	PECIAL PROPERTIES	,							
							TORSO		ار	REF.
		_					R H /		-	Y
SHIELD / PROTECT	TIVE ITEM . WEIGHT	AC BONUS CHECK PENALTY		V .	17					
SHILLD/ I NOTEC	TIVETIEN WEIGHT /	AC BONUS CHECK FENALIT	V		V ,		ARMS		¹	REF.
			- 1		11					
SPELL FAIL SPECIAL PR	ROPERTIES				V		HANDS		ı F	REF.
		_								
	CARRYING CAPA	CITY					WAIST		I	REF.
	CARRING CAPA	CITT								
LIGHT LOAD	LIFT O	YER HEAD MAX					FEET	_		REF.
							FEET		·	VEF.
MEDIUM LOAD	LIFT OF	F GROUND MAX x2						_		
HEAVY LOAD	DUCH C	PR DRAG MAX x5					RING		Į.	REF.
HEAVY LOAD		MAX x5			1					
						, '	RING		, 1	REF.
	WEALTH									
COINS	VALUABLES				11					
СР		_				OTHER/I	NOTES			
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SP										
	1									
GP										
PP		ŀ								
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	FEA	ATS				SPELLS				
FEAT	PAGE REF.	FEAT		PAGE REF.	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	
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FEAT	PAGE REF.	FEAT		PAGE REF.	CONDITIONAL	MODIFIERS	9тн		\square	
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RACIAL	TRAITS		FC	RM	SPEED	IN	IT. STR	DEX	CON	
			LUD		. / =		LAT			
			PRIMARY	ATTACK ACK	ATTA	/ FO	DAMAGE	СМВ	CMD CRIT.	
			SECONDA	RY ATTACK	ATTA	ск	DAMAGE		CRIT.	
			EXTRAORI	DINARY ATTACKS						
			FC FC	RM	SPEED	IN	IT. STR	DEX	CON	
CLASS FE	TATUDES				J. 225					
CLASS FE	ATURE.		CURRENT PRIMARY	ATTACK	ATTA	Foo	DAMAGE	СМВ	CMD CRIT.	
			SECONDA		ATTA		DAMAGE		CRIT.	
			EXTRAORE	DINARY ATTACKS						
			FC	RM						
				PRIM	SPEED	IN	IT. STR	DEX	CON	
			HP /	MAX			LAT OTED	СМВ	CMD	
			PRIMARY		ATTA		DAMAGE DAMAGE		CRIT.	
				DINARY ATTACKS	ATT	.cort	DAMAGE			
			FC	RM	SPEED	IN	IT. STR	DEX	CON	
EVDED	IENCE -		HP /	HP AC	C / Tou	CH / FO	LAT OTED	СМВ	CMD	
EXPER	IENCE		PRIMARY	ATTACK	ATTA		DAMAGE		CRIT.	
EXPERIENCE:			SECONDA		ATTA	ск	DAMAGE	$\overline{}$	CRIT.	
NEXT LEVEL:			EXTRAORI	DINARY ATTACKS		•				



CHARACTER NAME ALIGNMENT PLAYER

	Fighter	CHARACTER LEVEL	DEITY	′ Ном	ELAND	CAMPAIGN			
	O	RACE	SIZE	GENDER A	GE HEIG	HT WEIG	HT F	IAIR	EYES
ABILITY NAME	ABILITY ABILITY TEMP. TEMP. SCORE MODIFIER SCORE MODIFIER		-		MOV	EMENT			
STR STRENGTH		HP HIT POINTS							
DEX		TOTAL NONLETHAL DAMAGE		FT. SQ.	FT. S	Q. BURROW	FT.		
DEXTERITY				SASE SPEED	ARMOR SPEED	BURROW			
CON		WOUNDS/CURRENT HP	FLY	FT. MANUVERABILITY	SWIM	T. CLIMB	FT.	MP. MODIF	TIEDS
INT		INITIATIVE = +							Litto
WIS		TOTAL DEX MOD. MISC. MOD.				ILLS	Apultzy		Miss
WISDOM		REDUCTION	SKI	LL NAME		OTAL ONUS	ABILITY MOD.	RANKS	MISC. MOD.
CHA		SPELL ENERGY RESIST	☐ ACF	ROBATICS	_	=DEX	+		+
				PRAISE	=	=INT	+		+
AC ARMOR CLASS	=10++	++_++	BLU		=	=CHA	+		+
ARMOR CEAS	TOTAL ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER			-	=STR			
тоисн		MODIFIERS	☑ CRA			=INT			
				LOMACY		=INT =CHA			+ +
FLAT FOOTED				ABLE DEVICE	*	=CHA			
	TOTAL BASE ABILITY MA	GIC MISC. TEMP. DIFIER MODIFIER MODIFIER	Disc		_	=CHA			+
FORTITU	DE = + + +	+ + MODIFIERS	Esc	APE ARTIST	_	=DEX	+		+
CONSTITUTI			FLY		_	=DEX	+		+
REFLE DEXTERIT	= + + +	++	☑ Han	NDLE ANIMAL	* _	=CHA	+		+
WILI	= + + + + +	□ +[□]+	HEA	AL.	_	=WIS	+		+
WISDOM			-	MIDATE	=	=CHA	+		+
< BAS	SE ATTACK BONUS	-		OWLEDGE (ARCA		=INT	+		+
		MODIFIERS	_	OWLEDGE (DUNG		=INT			<u> </u>
	CMB = B.A.	++	MKNC	OWLEDGE (ENGI		=INT =INT	+		<u> </u>
	TOTAL B.A.	B. STR SIZE MODIFIER MODIFIER	_	OWLEDGE (GEOR		=INT	+		- +
< <	CMD =	+ + + + 10		OWLEDGE (LOCA		=INT	+	·	+
	TOTAL B.A.	B. STR DEX SIZE MODIFIER MODIFIER	□KNC	OWLEDGE (NATU	JRE)* _	=INT	+		+
\prec	WEAPON	TTACK BONUS DAMAGE CRITICAL	□KNC	OWLEDGE (NOBI	LITY)*	=INT	+		+
			□KNC	OWLEDGE (PLAN	NES)*	=INT	+		+
TYPE	RANGE AMMUNITION	SPECIAL PROPERTIES		OWLEDGE (RELIG	GION)* _	=INT	+		+
	1	5. 25.N2 . NO. 2.N.125		GUISTICS *	=	=INT			+
$oldsymbol{\perp}$			<i>)</i> —	CEPTION	-	=WIS			+
	WEAPON	TTACK BONUS DAMAGE CRITICAL	PER	RFORM		=CHA =CHA	+		+
		TIACK BONUS DAMAGE CRITICAL		FESSION *					
			1	FESSION *					
TYPE	RANGE AMMUNITION	SPECIAL PROPERTIES	☑ Ribi			=DEX			
			SEN	ISE MOTIVE	_	=WIS	+		+
	WEAPON			IGHT OF HAND	o * _	=DEX	+		+
	WEAT ON A	TTACK BONUS DAMAGE CRITICAL	SPE	LLCRAFT *		=INT			
			STE			=DEX			
TYPE	RANGE AMMUNITION	SPECIAL PROPERTIES		RVIVAL	-	=WIS			
			J ⊠ Swi	IM : Magic Devic		=STR =CHA			
	WEAPON		_	MAGIC DEVIC	_				
	ALAFON	TTACK BONUS DAMAGE CRITICAL	1						
			1	SSKILL * TRA					
TYPE	RANGE AMMUNITION	SPECIAL PROPERTIES				•			
			J	DITIONAL M	ODIFIERS	•			
	WEAPON								
	VVLAPON	TTACK BONUS DAMAGE CRITICAL	LANZ	CUACEC:					
			LANC	GUAGES:					
TYPE	RANGE AMMUNITION	SPECIAL PROPERTIES							

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ITEM	#	REF. LBS.	ITEM	#	REF.	LBS.	ITEM		#	REF.	LBS.
			 								
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			<u> </u>								
			<u> </u>							TOTAL	
CONTAINER			LBS.)					Į	WEIGHT	
							CHARA	CTER GEAR			
CAPACITY:							- Aller	HEAD			REF.
CAPACITY:								FACE			REF.
CAPACITY:								THROAT			REF.
	AR	MOR		- /				SHOULDERS		1	REF.
ADMOD (DDOTES)			DONUG MAY DEV								
ARMOR/PROTEC	IIVEIIEM	TYPE AC	BONUS MAX DEX					BODY			REF.
CHECK PENALTY SPELI	LFAIL SPEED W	VEIGHT SPECIAL	_ PROPERTIES								
								TORSO		ı	REF.
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SHIELD/PROTECT	TIVE ITEM W	/EIGHT AC B	ONUS CHECK PENALTY					ARMS		,	REF.
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SPELL FAIL SPECIAL PF	ROPERTIES							HANDS			REF.
	CARRYING	CARACITY						WAIST		Э,	REF.
	CARRYING	G CAPACITY				2 (
LIGHT LOAD		LIFT OVER H	EAD MAX					FEET			REF.
MEDIUM LOAD		LIFT OFF GR	ound MAX x2	الر ا	R.,						
HEAVY LOAD		PUSH OR DR	AG MAX x5					RING			REF.
			MAXXO								
	WE	ALTH						RING			REF.
COINS	VALUABLES							/			
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	GE REF. FEAT		PAGE REF.	FEAT	PAGE REF.
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TRAINED WEAPON G	ROUPS	NUS		RACIAL TRAITS	
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CLASS FEA	TURES				
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EXPERIE	NCE				
EXPERIENCE:					
NEXT LEVEL:					

PATHFINDER	CHARACTER NAME	ALIGNMENT PL	AYER
CHARACTER SHEET	CHARACTER LEVEL	DEITY HOMELAND	CAMPAIGN
CHARACTER SHEET	RACE	SIZE GENDER AGE HE	IGHT WEIGHT HAIR EYES
ABILITY ABILITY ABILITY TEMP. NAME SCORE MODIFIER SCORE MODIFIER			
NAME SCORE MODIFIER SCORE MODIFIER	HP	MOY	VEMENT
STRENGTH	HIT POINTS TOTAL NONLETHAL DAMAGE		
DEX	TOTAL NONLETTIAL DAMAGE	FT. SQ. FT. BASE SPEED ARMOR SPEED	SQ. FT. BURROW
CON			
CONSTITUTION	WOUNDS/CURRENT HP	FT. FLY MANUVERABILITY SWIM	FT. CLIMB TEMP. MODIFIERS
INT	TOTAL = DEX MOD. + MISC. MOD.	S	KILLS
WIS WISDOM	DAMAGE REDUCTION	CKILL NAME	TOTAL ABILITY MISC.
CHA		SKILL NAME	BONUS MOD. MOD.
CHARISMA	SPELL RESIST RESIST	ACROBATICS	=DEX + +
AC =10+ +		☐ APPRAISE ☐ BLUFF	=INT + +
ARMOR CLASS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER		=CHA + +
TOTAL BONUS BONUS	MODIFIER MODIFIER ARMOR MODIFIER MODIFIERS	CRAFT	= INT + +
TOUCH	MODIFIERS	CRAFT	=INT++
FLAT		DIPLOMACY	=CHA + +
FOOTED		☐ DISABLE DEVICE *	=DEX + +
TOTAL BASE ABILITY MA SAVE MODIFIER MOD	GIC MISC. TEMP. IFIER MODIFIER MODIFIER	DISGUISE	=CHA++
FORTITUDE = + +	+ + MODIFIERS	☐ ESCAPE ARTIST	=DEX++
		□FLY	=DEX + +
REFLEX + + +	+'	☐ HANDLE ANIMAL *	=CHA + +
WILL WISDOM + +	+	HEAL	=WIS + +
			=CHA + +
B.A.B.	SPECIAL ABILITY	☐ KNOWLEDGE (ARCANA)*	= INT + +
CMB =	MODIFIERS	J KNOWLEDGE (DUNGEONEERING)	*
TOTAL B.A.I	B. STR SIZE	KNOWLEDGE (GEOGRAPHY)*	= INT + +
	MODIFIER MODIFIER	☐ KNOWLEDGE (HISTORY)*	=INT + +
CMD =	+ + + + + 10	KNOWLEDGE (LOCAL)*	=INT + +
TOTAL B.A.I	B. STR DEX SIZE MODIFIER MODIFIER	☐ KNOWLEDGE (NATURE)*	=INT++
WEAPON	TTACK BONUS DAMAGE CRITICAL	☐ KNOWLEDGE (NOBILITY)*	=INT + +
		☐ KNOWLEDGE (PLANES)*	=INT + +
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☐ KNOWLEDGE (RELIGION)*	=INT + +
		LINGUISTICS *	=INT + +
		PERCEPTION	= WIS + +
WEAPON	TTACK BONUS DAMAGE CRITICAL		=CHA + + =CHA + +
A	PIACE BONGS DAMAGE CRITICAL	_	=wis + +
TVDF	SPECIAL PROPERTIES	1	=WIS + +
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	Ride	=DEX++
		☐ Sense Motive	=wis + +
WEAPON		☐ SLEIGHT OF HAND *	=DEX++
A-	TTACK BONUS DAMAGE CRITICAL	☐ SPELLCRAFT *	=INT + +
		STEALTH	=DEX + +
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	SURVIVAL	=WIS + +
		SWIM	=STR + +
WEARON		USE MAGIC DEVICE *	=CHA + +
WEAPON	TTACK BONUS DAMAGE CRITICAL		+ + + + +
		☐ CLASS SKILL * TRAINED ONLY	
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	-	
		CONDITIONAL MODIFIER	2S.
		·	
WEAPON A	TTACK BONUS DAMAGE CRITICAL		

LANGUAGES:

RANGE AMMUNITION

STAVES	CL CHARGES	ITEM	, #	REF.	LBS.	ITEM	#	REF.	LBS.
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								TOTAL WEIGHT	
CONTAINER		LBS.					(WEIGHT	
						CHARACTER GEAR	<u> </u>		
CAPACITY:					_	HEAD			REF.
-					- 1				
CAPACITY:						FACE		1	REF.
CAPACITY:						THROAT			REF.
	ARMOR					SHOULDERS		<u> </u>	REF.
APMOR /PROTECT	TIVE ITEM TYPE	AC BONUS MAX DEX							
ARMORATROTEC		AC BONGS MAX BEX				BODY			REF.
CHECK PENALTY SPEL	L FAIL SPEED WEIGHT SI	PECIAL PROPERTIES							
			5	7		TORSO		ļ.	REF.
SHIELD/PROTECT	TIVE ITEM WEIGHT A	AC BONUS CHECK PENALTY				ARMS		1	REF.
					- 5				
SPELL FAIL SPECIAL PF	ROPERTIES								
						HANDS			REF.
			- 1						
						WAIST			REF.
	CARRYING CAPA	CITY							
LIGHT LOAD	LIFT O	/ER HEAD MAX						=	
						FEET		<u> </u>	REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2	64					_	
HEAVY LOAD	PUSH C	DR DRAG MAX x5				RING			REF.
		MAX XO							
					1	RING			REF.
	WEALTH								
COINS	VALUABLES					OTHER/NOTES			
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			-						
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PP									

	FEA	TS			5	PELLS	3	
FEAT F	PAGE REF.	FEAT	PAGE REF.	SPELLS	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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FEAT F	PAGE REF.	FEAT	PAGE REF.			1st 2nd		H
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VOTES		NOTE:			DOMAINS/	CDECIAL T	y school	
FEAT		FEAT	PAGE REF.		DOMAINS	SPECIALI	TSCHOOL	
NOTES		NOTES						
CLASS FEA					L TRA			
				N	OTES			
EXPERIENCE:	ENCE							
NEXT LEVEL:								

JATHFINDER	CHARACTER NAME ALIGNMENT PLAYER								
NO CEPPLAY LING GAMIE	CHARACTER LEVEL	DEITY	HOMELAND	CA	AMPAIGN				
Monk	RACE	SIZE GENDE	ER AGE HEI	GHT WEIG	HAIR HAIR	EYES			
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIER			MOV	/EMENT					
STR STRENGTH	HP HIT POINTS		MO						
DEX	TOTAL NONLETHAL DAMAGE	F1.	sq. FT.		FT.				
DEXTERITY		BASE SPEED	ARMOR SPEED	BURROW	\neg				
CON	WOUNDS/CURRENT HP	FT.	VERABILITY SWIM	FT. CLIMB	FT. TEMP, MOI	DIFFER			
INT	INITIATIVE = +	FLY MANUV			TEMP. MOI	DIFIERS			
WIS	TOTAL DEX MOD. MISC. MOD.		Si	KILLS		14			
WISDOM	REDUCTION	SKILL NAI	ME	TOTAL BONUS	ABILITY MOD. RANK	MISC. MOD.			
CHA CHARISMA	SPELL ENERGY RESIST	☑ ACROBATIO	cs	=DEX	+	_ +			
		APPRAISE		=INT	+	_ +			
AC =10+ + +	++++	BLUFF		=CHA	+	- +			
TOTAL ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	С⊔мв		=STR	+_	- +			
тоисн	MODIFIERS	☑ CRAFT		=INT	+	- +			
		☐ CRAFT		=INT	+	- +			
FLAT		☐ DISABLE D		=CHA	+	+			
TOTAL BASE ABILITY MAC	GIC MISC. TEMP. IFIER MODIFIER MODIFIER	DISGUISE	-	=CHA					
FORTITUDE = + +	+ + MODIFIERS	☑ ESCAPE AF	RTIST	=DEX	+	_ +			
		□FLY		=DEX	+	+			
REFLEX + + +	++	☐ HANDLE A	NIMAL *	=CHA	+	- +			
WILL WISDOM + +	+	HEAL		=WIS	+	- +			
		INTIMIDATE		=CHA	+_	- +			
B.A.B.	KI POOL /	KNOWLEDG		=INT	+	_ +			
CMB =	MODIFIERS	1 =	GE (DUNGEONEERING)*	=INT =INT		- T			
TOTAL B.A.E	3. STR SIZE	KNOWLEDG	_	=INT	+_	- ·			
	MODIFIER MODIFIER	✓ KNOWLEDO	GE (HISTORY)*	=INT	+	_ +			
CMD =	+++ 1O	☐ KNOWLED	GE (LOCAL)*	=INT	+	+			
TOTAL B.A.E	3. STR DEX SIZE MODIFIER MODIFIER		GE (NATURE)*	=INT	+_	- +			
FLURRY OF BLOWS	WEAPON DAMAGE CRITICAL	☐ KNOWLEDO		=INT	+	- +			
		KNOWLEDG	_	=INT	+	- +			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ KNOWLEDO □ LINGUISTIC		=INT	+_	- + +			
		☐ EINGOISTIC			+				
		' _							
WEAPON	TACK BONUS DAMAGE CRITICAL								
		_	N *						
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	_	N *						
T		☑ RIDE			+				
		SENSE MO			+				
WEAPON	TACK BONUS DAMAGE CRITICAL	SLEIGHT OF ☐ SPELLCRAI	F HAND *		+				
		STEALTH			+_				
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	SURVIVAL			+				
		☑ SWIM		=STR	+	_ +			
		USE MAGIC			+				
WEAPON	TACK BONUS DAMAGE CRITICAL	1							
					+	_ +			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	CLASS SKILL	* TRAINED ONLY						
		CONDITION	NAL MODIFIER	s:					
WEAPON	TACK BONUS DAMAGE CRITICAL								
		LANGUAGE	ES:						
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES								
		l							

INVENTORY ITEM # | REF. | LBS. | ITEM # | REF. | LBS. | ITEM # REF. LBS. TOTAL WEIGHT CONTAINER LBS. CHARACTER GEAR HEAD CAPACITY: _ REF. CAPACITY: _ THROAT REF. ARMOR SHOULDERS ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX BODY REF. CHECK PENALTY | SPELL FAIL | SPEED | WEIGHT | SPECIAL PROPERTIES TORSO REF. SHIELD/PROTECTIVE ITEM | WEIGHT | AC BONUS | CHECK PENALTY ARMS SPELL FAIL SPECIAL PROPERTIES HANDS WAIST CARRYING CAPACITY LIGHT LOAD LIFT OVER HEAD MEDIUM LOAD LIFT OFF GROUND REF. HEAVY LOAD PUSH OR DRAG REF. WEALTH VALUABLES COINS OTHER/NOTES СР SP GP PP

			FEATS			
FEAT	PAGE REF.	FEAT		PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT		PAGE REF.	FEAT	PAGE REF.
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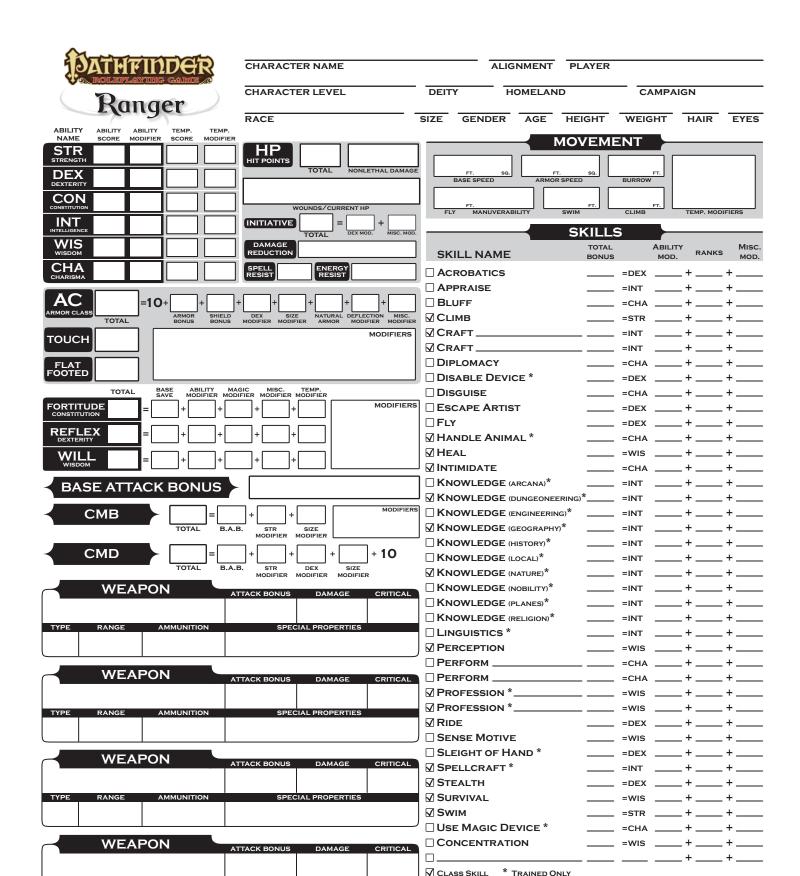


JATHFINDER	CHARACTER NAME	ALIGNMENT PL	_AYER	
PALADIN	CHARACTER LEVEL	DEITY HOMELAND	CA	MPAIGN
IALADIN	RACE	SIZE GENDER AGE HE	IGHT WEIG	HAIR EYES
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIER			VEMENT	
STR STRENGTH	HP HIT POINTS	Me	VEIVIEIVI	
DEX	TOTAL NONLETHAL DAMAGE	FT. SQ. FT. BASE SPEED ARMOR SPEED	sq. BURROW	FT.
CON		BASE SPEED ARMOR SPEEL	BORROW	\neg \mid
CONSTITUTION	WOUNDS/CURRENT HP	FT. FLY MANUVERABILITY SWIM		TEMP. MODIFIERS
INT	INITIATIVE = DEX MOD. + MISC. MOD.	S	KILLS	
WIS	DAMAGE REDUCTION		TOTAL	ABILITY MISC
CHA	SPELL ENERGY RESIST	SKILL NAME	BONUS	мор. мор
CHARISMA	RESIST	☐ ACROBATICS ☐ APPRAISE	=DEX	++
AC =10+ +	+ + + + + + +	BLUFF	=CHA	+_+
ARMOR CLASS TOTAL ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	СLIMB	=STR	++
тоисн	MODIFIERS	☑ CRAFT	=INT	++
		☑ CRAFT	=INT	++
FLAT FOOTED		DIPLOMACY	=CHA	++
	GIC MISC TEMP	DISABLE DEVICE *	=DEX	
TOTAL BASE ABILITY MA MODIFIER MOD	GIC MISC. TEMP. IFIER MODIFIER MODIFIERS MODIFIERS	☐ DISGUISE ☐ ESCAPE ARTIST	=CHA	
constitution	+	FLY	=DEX	++
REFLEX = + +		☐ HANDLE ANIMAL *	=CHA	+ +
WILL = + + + +		☑HEAL	=WIS	++
WISDOM + +	++	☐INTIMIDATE	=CHA	++
B.A.B.	LAY ON /	☐ KNOWLEDGE (ARCANA)*	=INT	++
	HANDS /	KNOWLEDGE (DUNGEONEERING)	* =INT	++
CMB =	+ + MODIFIERS	NOWLEDGE (ENGINEERING)	=INT	++
TOTAL B.A.I	B. STR SIZE MODIFIER MODIFIER	KNOWLEDGE (GEOGRAPHY)*	=INT	++
CMD =	+ + + + + + 10	☐ KNOWLEDGE (HISTORY)*	=INT	++
TOTAL B.A.I	B. STR DEX SIZE	☐ KNOWLEDGE (LOCAL)* ☐ KNOWLEDGE (NATURE)*	=INT	++
SMITE EVIL	MODIFIER MODIFIER	✓ KNOWLEDGE (NOBILITY)*	=INT	+ +
SWITELVIE	TTACK BONUS DAMAGE	☐ KNOWLEDGE (PLANES)*	=INT	++
	EVIL / UNDEAD	✓ KNOWLEDGE (RELIGION)*	=INT	++
CRITICAL TYPE 5	SPECIAL PROPERTIES	☐ LINGUISTICS *	=INT	++
		PERCEPTION	=WIS	++
WEARON		☐ PERFORM	=CHA	++
WEAPON	TTACK BONUS DAMAGE CRITICAL			
		☑ Profession *		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ PROFESSION *		++
		M SENSE MOTIVE		
WELDOW		☐ SLEIGHT OF HAND *		+_+
WEAPON	TTACK BONUS DAMAGE CRITICAL	☑ SPELLCRAFT *		++
		STEALTH		++
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	□SURVIVAL	=WIS	++
		□ SWIM		++
	-	USE MAGIC DEVICE *		++
WEAPON	TTACK BONUS DAMAGE CRITICAL	CONCENTRATION		+ C. LVL +
		CLASS SKILL * TRAINED ONLY		++
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	[
		CONDITIONAL MODIFIER	RS:	
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WEAPON A	TTACK BONUS DAMAGE CRITICAL			
		LANGUAGES:		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES			

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	ARMOR			- 3			SHOULDERS		!	REF.
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	CARRYING CAPA	CITY								
LIGHT LOAD	LIFT O	VER HEAD MAX								
							FEET		F	REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2	1							
_							RING		. 1	REF.
HEAVY LOAD	PUSH C	or drag MAX x5							ľ	
	VACALELL						RING		, , , , , , , , , , , , , , , , , , ,	REF.
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WEAPON

CONDITIONAL MODIFIERS:

LANGUAGES:

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	CARRYING CAPA	CITY								
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							FEET			REF.
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HEAVYLOAD	PUCILO	D DDAG					RING		ار	REF.
HEAVY LOAD		R DRAG MAX x5								
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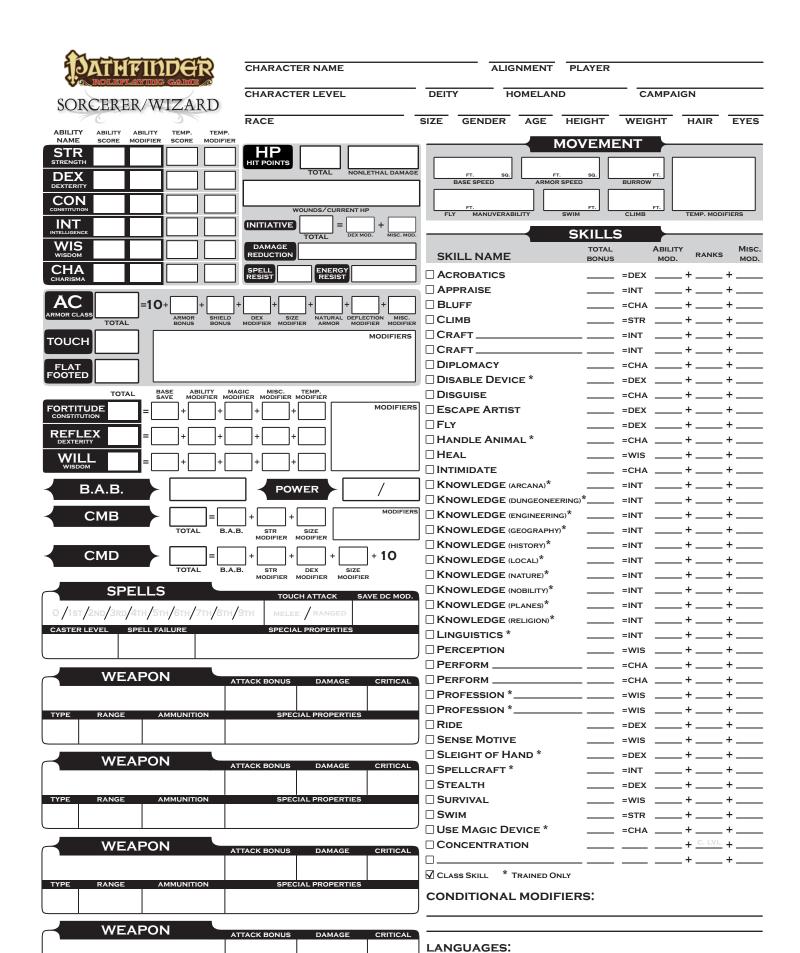
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Sala	TO A COLLEGE					
RACIAL TRAIT		FAVORED ENEM	Y			
NACIAL INAL		YOU GET A BONUS TO BLU AND DAMAGE ROLLS MADE	IFF, KNOWLEDGE, PE		NSE MOTIVI	E, ATTACK,
		CREATURE TYPE (SUBTYPE)				BONUS
						[+]
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CLASS FEATUR	RES				l	[+]
		FAVORED TERRA YOU GET A BONUS TO INITIAL		EOGRAPHY), F	ERCEPTION	, STEALTH,
		AND SURVIVAL. YOU LEAVE TERRAIN TYPE	NO TRACKS WHILE IN	FAVORED TER	RAIN.	BONUS
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PATHFINDER	CHARACTER NAME	ALIGNMENT PLAYER						
Roque	CHARACTER LEVEL	DEITY HO	OMELAND	CAMPA	CAMPAIGN			
ABILITY ABILITY ABILITY TEMP. TEMP.	RACE	SIZE GENDER	AGE HEIGHT	WEIGHT	HAIR	EYES		
NAME SCORE MODIFIER SCORE MODIFIER	HP	1	MOVEM	ENT				
STRENGTH	HIT POINTS TOTAL NONLETHAL DAMAGE							
DEX DEXTERITY	TOTAL NONLETHAL DAMAGE	FT. SQ. BASE SPEED	ARMOR SPEED	BURROW				
CON	1							
CONSTITUTION	WOUNDS/CURRENT HP	FT. FLY MANUVERABI	LITY SWIM	CLIMB	TEMP. MOD	IFIERS		
INT	INITIATIVE = + HISC. MOD.		SKILL	s				
WIS	DAMAGE REDUCTION	CKILL NAME	TOTAL	. ABILI		Misc.		
CHA		SKILL NAME	BONUS).	MOD.		
CHARISMA	SPELL ENERGY RESIST	☑ ACROBATICS ☑ APPRAISE			_ +	. +		
AC =10+ +	1++++	☑ APPRAISE ☑ BLUFF		_ =INT _ =CHA	_ + _ +	. +		
ARMOR CLASS ARMOR SHIELD	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER			_ =CHA	_ ·	+		
	MODIFIER MODIFIER ARMOR MODIFIER MODIFIERS	☑ CRAFT		=INT	_ +	+		
тоисн		☑ CRAFT		=INT	_ +	+		
FLAT		☑ DIPLOMACY		CHA	_ +	. +		
FOOTED		☑ DISABLE DEVIC	E*	_ =DEX	_ +	+		
TOTAL BASE ABILITY MODIFIER MO	IAGIC MISC. TEMP. DIFIER MODIFIER MODIFIER	Disguise		=CHA	_ +	. +		
FORTITUDE = + +	+ H H MODIFIERS	& LSCAPE ARTIS	г	_ =DEX	_ +			
REFLEX = + +	─ ₊[FLY		_ =DEX		. +		
DEXTERITY	'		AL *	_ =CHA	_ +	. +		
WILL WISDOM = + +	+ +	☐ HEAL ☑ INTIMIDATE		_ =WIS _ =CHA	_ + +	. +		
	SNEAK] □ KNOWLEDGE (A	PCANA)*	_ =CHA _ =INT	- ·	+		
B.A.B.	ATTACK	Knowledge (D		= =INT	_ +	+		
CMB =	+ + MODIFIERS			=INT	_ +	+		
TOTAL B.A		☐ KNOWLEDGE (G	EOGRAPHY)*	_ =INT	_ +	. +		
	MODIFIER MODIFIER	☐ KNOWLEDGE (H	ISTORY)*	=INT	_ +	. +		
CMD = TOTAL = B.A	LB. STR DEX SIZE + 10	KNOWLEDGE (L	OCAL)*	=INT	_ +	. +		
	.B. STR DEX SIZE MODIFIER MODIFIER	KNOWLEDGE (N		=INT	_+	. +		
WEAPON	ATTACK BONUS DAMAGE CRITICAL	☐ KNOWLEDGE (N		_ =INT	_ +	. +		
		☐ KNOWLEDGE (P		_ =INT	_ +	. +		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☐ KNOWLEDGE (R	ELIGION)	_ =INT _ =INT	_ + _ +			
		☑ PERCEPTION		_ =WIS		+		
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WEAPON	ATTACK BONUS DAMAGE CRITICAL							
		☑ Profession *			_ +	. +		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ Profession *.		=WIS	_ +	. +		
		□Ride		_ =DEX				
		Sense Motive		_ =WIS				
WEAPON	ATTACK BONUS DAMAGE CRITICAL	☑ SLEIGHT OF HA		_ =DEX				
		☐ SPELLCRAFT *		_ =INT				
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	SURVIVAL		_ =DEX _ =WIS				
		☐ SURVIVAL ☑ SWIM		_ =WIS _ =STR				
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ARMOR/PROTECT	TIVE ITEM TYPE	AC BONUS MAX DEX								
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HEAVYLOAD	PHOLIO	D DD16					RING		Į F	REF.
HEAVY LOAD	PUSH O	R DRAG MAX x5								
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	ARMOR						SHOULDERS		<u> </u>	REF.
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MEDIUM LOAD	LIFT OF	F GROUND MAX x2								
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