

PLAYER'S AID IV: CHARACTER RECORD PORTFOLIO



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

4WFO17



PLAYER'S AID IV: CHARACTER RECORD PORTFOLIO

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PATHFINDER®

ROLEPLAYING GAME COMPATIBLE

GIVEN NAME _____

·SEX _____ ·AGE _____ ·APPARENT AGE _____

·HEIGHT _____ ·WEIGHT _____ ·EYES _____ ·HAIR _____

·LEIGE / PATRON _____

·RELATIVES _____

·HOMELAND _____

·RELIGION / DIETY _____

·CLUBS/GUILDS/ORGANIZATIONS _____

·PERSONALITY / QUIRKS _____

·PERSONAL ETHOS _____

·LANGUAGES (-NATIVE) _____

CHARACTER TRAITS

PROFICIENCIES

WEAPONS: SIMPLE MARTIAL

ARMOR: LIGHT MEDIUM HEAVY

SHIELDS

SPECIFIC / EXOTIC WEAPONS _____

REPUTATION

Perform DC _____
GP Adjust _____%

CHARACTER HISTORY

ALLIES

ENEMIES

SKILL POINTS PER LEVEL

·CLASS	:	+INT	=
·CLASS	:	+INT	=
·CLASS	:	+INT	=
·CLASS	:	+INT	=
·CLASS	:	+INT	=
·CLASS	:	+INT	=
·CLASS	:	+INT	=

Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Class MOD	Misc. MOD
<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"/>	CRAFT ()	INT		=	+	+	+
<input type="checkbox"/>	CRAFT ()	INT		=	+	+	+
<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"/>	HANDLE CANOE*	STR		=	+	+	+
<input type="checkbox"/>	HEAL	WIS		=	+	+	+
<input type="checkbox"/>	INTIMIDATE	CHA		=	+	+	+
<input type="checkbox"/>	KNOW (Arcana)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Dungeoneer)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Engineering)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Geography)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (History)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Local)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Nature)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Nobility)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Planes)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW (Religion)*	INT		=	+	+	+
<input type="checkbox"/>	KNOW ()*	INT		=	+	+	+
<input type="checkbox"/>	KNOW ()*	INT		=	+	+	+
<input type="checkbox"/>	KNOW ()*	INT		=	+	+	+
<input type="checkbox"/>	KNOW ()*	INT		=	+	+	+
<input type="checkbox"/>	KNOW ()*	INT		=	+	+	+
<input type="checkbox"/>	KNOW ()*	INT		=	+	+	+
<input type="checkbox"/>	LINGUISTICS*	INT		=	+	+	+
<input type="checkbox"/>	PERCEPTION	WIS		=	+	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+	+
<input type="checkbox"/>	PROF ()*	WIS		=	+	+	+
<input type="checkbox"/>	PROF ()*	WIS		=	+	+	+
<input type="checkbox"/>	PROF ()*	WIS		=	+	+	+
<input type="checkbox"/>	PROF ()*	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		=	+	+	+

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Animal Information

Familiar

NAME: _____
 SPECIES: _____ ALGN/SIZE/TYPE: _____
 SENSES: _____ PERCEPTION: _____

Attributes						Health	
STR	DEX	CON	INT	WIS	CHA	HIT-POINTS	HIT-DICE
MOD						INITIATIVE (DEX) _____ + _____ = _____	
CMB			CMD			DR	
TOTAL _____ = _____			TOTAL 10 + BAB + STR + DEX + SIZE			CURRENT _____	
SPEED _____ (x2) (RUN) (OTHER) @ _____ MANEUVER _____							
TOTAL _____ = _____ + _____ + _____ + _____			TOUCH		FLATFOOT		
SPECIAL QUALITIES _____							

	BASE	ABILITY	MISC
Saves	F	_____	_____
	R	_____	_____
	W	_____	_____
MODIFIERS _____			
Attacks	MELEE		
	Attack	Bonus	DMG
	_____ + _____ (_____)	_____ + _____ (_____)	_____ (_____)
	RANGE		
_____ + _____ (_____)	_____ + _____ (_____)		
SPECIAL _____			

Familiar Abilities

	LVL	+AC	Int	Abilities
<input type="checkbox"/>	1-2	+1	6	Alertness, imp. evasion, share spells, emp. link
<input type="checkbox"/>	3-4	+2	7	Deliver touch spells
<input type="checkbox"/>	5-6	+3	8	Speak with master
<input type="checkbox"/>	7-8	+4	9	Speak with like animals
<input type="checkbox"/>	9-10	+5	10	---
<input type="checkbox"/>	11-12	+6	11	Spell resistance
<input type="checkbox"/>	13-14	+7	12	Scry on familiar
<input type="checkbox"/>	15-16	+8	13	---
<input type="checkbox"/>	17-18	+9	14	---
<input type="checkbox"/>	19-20	+10	15	---

HD = Norm or master's; HP = 1/2 master's; BAB = master's; SAVES = base or master's; SKILLS = master's skills @ master's ranks or norm.

SKILLS _____
 FEATS _____

Mount/Animal Companion

NAME: _____
 SPECIES: _____ ALGN/SIZE/TYPE: _____
 SENSES: _____ PERCEPTION: _____

Attributes						Health	
STR	DEX	CON	INT	WIS	CHA	HIT-POINTS	HIT-DICE
MOD						INITIATIVE (DEX) _____ + _____ = _____	
CMB			CMD			DR	
TOTAL _____ = _____			TOTAL 10 + BAB + STR + DEX + SIZE			CURRENT _____	
SPEED _____ (x2) (RUN) (OTHER) @ _____ MANEUVER _____							
TOTAL _____ = _____ + _____ + _____ + _____			TOUCH		FLATFOOT		
SPECIAL QUALITIES _____							

	BASE	ABILITY	MISC
Saves	F	_____	_____
	R	_____	_____
	W	_____	_____
MODIFIERS _____			
Attacks	MELEE		
	Attack	Bonus	DMG
	_____ + _____ (_____)	_____ + _____ (_____)	_____ (_____)
	RANGE		
_____ + _____ (_____)	_____ + _____ (_____)		
SPECIAL _____			

Companion Abilities

	LVL	+AC	Tricks	Abilities
<input type="checkbox"/>	1-2	+0	1	Link, share spells
<input type="checkbox"/>	3	+2	2	Evasion
<input type="checkbox"/>	4	+2	2	Ability score increase
<input type="checkbox"/>	5	+2	2	---
<input type="checkbox"/>	6	+4	3	Devotion
<input type="checkbox"/>	7-8	+4	3	---
<input type="checkbox"/>	9	+6	4	Abl. Inc., Multiattack
<input type="checkbox"/>	10-11	+6	4	---
<input type="checkbox"/>	12-13	+8	5	---
<input type="checkbox"/>	14	+8	5	Ability score increase
<input type="checkbox"/>	15	+10	6	Improved evasion
<input type="checkbox"/>	16-17	+10	6	---
<input type="checkbox"/>	18-19	+11	7	---
<input type="checkbox"/>	20	+11	7	Ability score increase

SKILLS _____
 FEATS _____

CARRYING CAPACITY: LIGHT _____ MEDIUM _____ HEAVY _____
 CURRENT LOAD _____ LOAD WITH RIDER _____

HORSE, RIDING N Large animal; Init +2; Senses low-light vision, scent; Perception +6 DEFENSE _____ AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size); hp 15 (2d8+6) Fort +6, Ref +5, Will +1 OFFENSE _____ Speed 50 ft.; Melee 2 hooves -2 (1d4+1); Space 10 ft.; Reach 5 ft. STATISTICS _____ Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7; Base Atk +1 CMB +5; CMD 17 (21 vs. trip) Feats Endurance, Run Skills Perception +6; SQ docile SPECIAL ABILITIES _____ Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill, a horse's hooves are treated as secondary attacks

HORSE, PONY N Med. animal; Init +1; Senses low-light vision, scent; Perception +5 DEFENSE _____ AC 11, touch 11, flat-footed 10 (+1 Dex); hp 13 (2d8+4) Fort +5, Ref +4, Will +0 OFFENSE _____ Speed 40 ft.; Melee 2 hooves -3 (1d3) STATISTICS _____ Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4; Base Atk +1 CMB +2; CMD 13 (17 vs. trip) Feats Endurance, RunB Skills Perception +5; SQ docile SPECIAL ABILITIES _____ Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill, a pony's hooves are treated as secondary attacks.
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Arcane Spellbook

CASTRIPS	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

1ST	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

2ND	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

3RD	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

4TH	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

5TH	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

6TH	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

7TH	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

8TH	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

9TH	Per Day	00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000
		00000	00000	00000	00000	00000

Total # Pages	_____
Pages Used	_____
Wt. _____ Size	_____
Notes	_____



Arcane Spell Description

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

SPELL		Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area		Range
Duration		School / Domain		Ref
Material Components				
Description				

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