

# PLAYER'S AID IV: CHARACTER RECORD PORTFOLIO



**PATHFINDER**<sup>®</sup>  
ROLEPLAYING GAME COMPATIBLE

4WFO17



# PLAYER'S AID IV: CHARACTER RECORD PORTFOLIO

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## Name

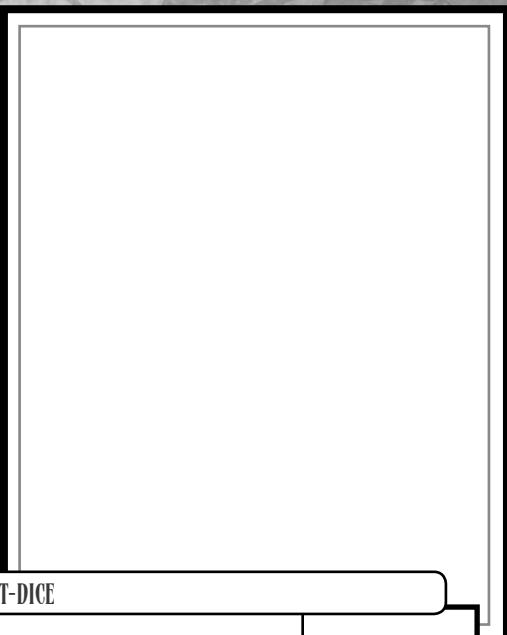
CLASSES / LEVELS \_\_\_\_\_ Character Level

PRESTIGE CLASSES / LEVELS \_\_\_\_\_

RACE \_\_\_\_\_ TYPE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ AFFILIATION / FACTION \_\_\_\_\_

CAMPAIGN \_\_\_\_\_



## Attributes

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Initiative

MODIFIER

TOTAL =  +

DEX MOD MISC MOD

MOD	STR	DEX	CON	INT	WIS	CHA
TEMP SCORE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TEMP MOD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Hit-Points

HIT-DICE \_\_\_\_\_

MAX \_\_\_\_\_ WOUNDS HEALING (\_\_\_\_/\_\_\_\_) NONLETHAL \_\_\_\_\_

## A-C

10 +  +  +  +  +  +  +  +  =

DEX MOD SIZE ARMOR SHIELD NATURAL DEFLECT. TOTAL FLAT-FOOT TOUCH

## Saves

	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	CONDITIONAL MODIFIERS
FORTITUDE (CON)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
WILL (WIS)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		

## Resistances

DR

SR

## Combat

	TOTAL	BASE ATT +	ABILITY MOD	SIZE MOD	MISC MOD	TEMP MOD	CMB	CMD
MELEE (STR)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED (DEX)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

TOTAL BAB + STR + SIZE + MISC

TOTAL 10 + BAB + STR + DEX + SIZE

## Weapons & Attacks

WEAPON	MW+	MGK+	MISC.+	TOTAL ATK +	TYPE	DAMAGE	CRIT	RANGE	WT
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## Ammunition

TYPE:

TYPE:

TYPE:

TYPE:

NOTES: \_\_\_\_\_

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**GIVEN NAME** \_\_\_\_\_

**SEX** \_\_\_\_\_ **AGE** \_\_\_\_\_ **APPARENT AGE** \_\_\_\_\_

**HEIGHT** \_\_\_\_\_ **WEIGHT** \_\_\_\_\_ **EYES** \_\_\_\_\_ **HAIR** \_\_\_\_\_

**LEIGE / PATRON** \_\_\_\_\_

**RELATIVES** \_\_\_\_\_

---

**HOMELAND** \_\_\_\_\_

**RELIGION / DIET** \_\_\_\_\_

**CLUBS / GUILDS / ORGANIZATIONS** \_\_\_\_\_

**PERSONALITY / QUIRKS** \_\_\_\_\_

**PERSONAL ETHOS** \_\_\_\_\_

**LANGUAGES (-NATIVE)** \_\_\_\_\_

**CHARACTER TRAITS**

**PROFICIENCIES**

WEAPONS:  SIMPLE  MARTIAL

ARMOR:  LIGHT  MEDIUM  HEAVY

SHIELDS

SPECIFIC / EXOTIC WEAPONS \_\_\_\_\_

**Miscellaneous**

**REPUTATION**

Perform DC \_\_\_\_\_

GP Adjust \_\_\_\_\_%

**CHARACTER HISTORY**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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**ALLIES**

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**ENEMIES**

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**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"/>	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		=	+	+	+

\*TRAINED ONLY

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FEAT	FROM	LVL

ABILITY	FROM	LVL
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### Experience Chart

Class Plan	Character Level	-- Experience Point Total --			Feats	Ability Score
		<input type="checkbox"/> Slow	<input type="checkbox"/> Medium	<input type="checkbox"/> Fast		
	1 <sup>st</sup>	0	0	0	1st	-
	2 <sup>nd</sup>	3,000	2,000	1,300	-	-
	3 <sup>rd</sup>	7,500	5,000	3,300	2nd	-
	4 <sup>th</sup>	14,000	9,000	6,000	-	1st
	5 <sup>th</sup>	23,000	15,000	10,000	3rd	-
	6 <sup>th</sup>	35,000	23,000	15,000	-	-
	7 <sup>th</sup>	53,000	35,000	23,000	4th	-
	8 <sup>th</sup>	77,000	51,000	34,000	-	2nd
	9 <sup>th</sup>	115,000	75,000	50,000	5th	-
	10 <sup>th</sup>	160,000	105,000	71,000	-	-
	11 <sup>th</sup>	235,000	155,000	105,000	6th	-
	12 <sup>th</sup>	330,000	220,000	145,000	-	3rd
	13 <sup>th</sup>	475,000	315,000	210,000	7th	-
	14 <sup>th</sup>	665,000	445,000	295,000	-	-
	15 <sup>th</sup>	955,000	635,000	425,000	8th	-
	16 <sup>th</sup>	1,350,000	890,000	600,000	-	4th
	17 <sup>th</sup>	1,900,000	1,300,000	850,000	9th	-
	18 <sup>th</sup>	2,700,000	1,800,000	1,200,000	-	-
	19 <sup>th</sup>	3,850,000	2,550,000	1,700,000	10th	-
	20 <sup>th</sup>	5,350,000	3,600,000	2,400,000	-	5th

Exp. pts.

PRESTIGE AWARD

<input type="text"/>	<input type="text"/>
TOTAL	MAX

### Racial Abilities

ABILITY	LVL

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## Movement & Gear

<b>Movement</b>	TACTICAL MOVE	SPEED (SQUARES)	SWIM (SQ)	FLY (SQ) (MANV.)
	Single			
	Double			
	Run (x3)		X	
	Run (x4)		X	

### Weight Total

FROM ARMOR	
FROM WEAPONS	
FROM EQUIPMENT	
<b>CURRENT LOAD</b>	lb.

### Carrying Capacity\*

LOAD	WT CARRIED	MAX DEX	CHECK	SPEED*	RUN
		<b>NORM</b>	<b>NORM</b>	<b>NORM</b>	<b>NORM</b>
		<b>+3</b>	<b>-3</b>		<b>X4</b>
		<b>+1</b>	<b>-6</b>		<b>X3</b>

### Feats of Strength

Max Load	Max Load X2	Max Load X5
Lift Over Head	Lift Off Ground	Push Or Drag

\* Refer to page 170 and Table 7-4 on page 171 of the Pathfinder RPG Core Rulebook.

<b>Money &amp; Treasure</b>	STANDARD CURRENCY			WT.
	PLATINUM PIECES (PP)			
	GOLD PIECES (GP)			
	SILVER PIECES (SP)			
	COPPER PIECES (CP)			
	OTHER CURRENCIES			WT.
	GEMS AND VALUABLES			WT.
	#	Type	Value	

<b>Equipment</b>	ITEM	COST	LOCATION	WT.

### Armor & Shields

TYPE	Spell Fail	Don-Time
AC +	Max DEX	Check Spd wt
TYPE	Spell Fail	Don-Time
AC +	Max DEX	Check Spd wt

### Defensive Magic-Items

ITEM	AC +	Type
ITEM	AC +	Type
ITEM	AC +	Type
ITEM	AC +	Type

Record additional magic-item info, such as weight and slots, on magic-item sheet.

<b>Provisions</b>	CONSUMABLES	LOCATION	WT.
	WATERSKINS (# 1/2 gl) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	WINESKINS (# 1/2 gl) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	RATIONS (# days) <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	OTHER FOODS		
	FEED (# days) <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"/>		



### Magic Items

Miscellaneous Items

ITEM	DESCRIPTION	LOCATION/SLOT	WT.

**WANDS**

TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt

**STAFFS**

TYPE	Spells/Charges	Charges Left	Location	wt
TYPE	Spells/Charges	Charges Left	Location	wt
TYPE	Spells/Charges	Charges Left	Location	wt
TYPE	Spells/Charges	Charges Left	Location	wt
TYPE	Spells/Charges	Charges Left	Location	wt

**POTIONS**


**SCROLLS**








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## Magical Information

### Wizard

SPECIALIST SCHOOL: \_\_\_\_\_  
PROHIBITED SCHOOLS: \_\_\_\_\_  
SCHOOL POWER: \_\_\_\_\_  
SCHOOL POWER: \_\_\_\_\_  
SCHOOL POWER: \_\_\_\_\_  
ARCANE BOND:  FAMILIAR  BONDED OBJECT \_\_\_\_\_ DC \_\_\_\_\_

### Sorcerer

SORCERER BLOODLINE: \_\_\_\_\_  
BLOODLINE ARCANA: \_\_\_\_\_  
  
BLOODLINE POWER: \_\_\_\_\_  
BLOODLINE POWER: \_\_\_\_\_  
BLOODLINE POWER: \_\_\_\_\_  
BLOODLINE POWER: \_\_\_\_\_  
BLOODLINE POWER: \_\_\_\_\_

SPELLS KNOWN										
Level	0	1	2	3	4	5	6	7	8	9
<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"/>

### Witch (4wfg)

TRADITION: \_\_\_\_\_  
CIRCLE POWER: \_\_\_\_\_  
TRADITION POWER: \_\_\_\_\_  
TRADITION POWER: \_\_\_\_\_  
TRADITION POWER: \_\_\_\_\_  
TRADITION POWER: \_\_\_\_\_  
TRADITION POWER: \_\_\_\_\_

SPELLS KNOWN										
Level	0	1	2	3	4	5	6	7	8	9
<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"/>

### Bard

BARDIC SCHOOL: \_\_\_\_\_

SPELLS KNOWN										
Level	0	1	2	3	4	5	6	7	8	9
<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"/>

### Druid

NATURE BOND:  DOMAIN  ANIMAL COMPANION \_\_\_\_\_  
DOMAIN: \_\_\_\_\_  
GRANTED POWER: \_\_\_\_\_

CURRENT DAILY SPELL ALLOTMENT										
CLASS:	_____									
Caster Level	Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
<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"/>
DC	<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"/>

CURRENT DAILY SPELL ALLOTMENT										
CLASS:	_____									
Caster Level	Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
<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"/>
DC	<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"/>


CURRENT DAILY SPELL ALLOTMENT										
CLASS:	_____									
Caster Level	Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
<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"/>
DC	<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"/>

### Cleric

DIETY: \_\_\_\_\_  
DOMAIN: \_\_\_\_\_ HOLY SYMBOL   
GRANTED POWER: \_\_\_\_\_  
  
DOMAIN: \_\_\_\_\_  
GRANTED POWER: \_\_\_\_\_

CHANNEL ENERGY	
EFFECT _____	SAVE _____ (10+1/2Cleric level+Charisma mod)
PER DAY _____ (3+Charisma modifier)	<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"/> <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"/>
Standard action; Does not provoke Attack of Opportunity; Must present Holy Symbol.	

### Paladin

DIETY: \_\_\_\_\_  
DIVINE BOND:  BONDED WEAPON  STEED \_\_\_\_\_ HOLY SYMBOL 

CHANNEL ENERGY	
EFFECT _____	SAVE _____ (10+1/2Cleric level+Charisma mod)
PER DAY _____ (3+Charisma modifier)	<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"/> <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"/>
Standard action; Does not provoke Attack of Opportunity; Costs 2 uses of Lay on Hands.	

LAY ON HANDS Heal (1d6 / 2 levels) \_\_\_\_\_ PER DAY (1/2 level + Charisma modifier) \_\_\_\_\_

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## Animal Information

### Familiar

NAME: \_\_\_\_\_  
SPECIES: \_\_\_\_\_ ALGN/SIZE/TYPE: \_\_\_\_\_  
SENSES: \_\_\_\_\_ PERCEPTION: \_\_\_\_\_

### Attributes

STR	DEX	CON	INT	WIS	CHA

### Health

HIT-DICE \_\_\_\_\_ DR \_\_\_\_\_  
HIT-POINTS \_\_\_\_\_  
MAX \_\_\_\_\_ CURRENT \_\_\_\_\_

MOD \_\_\_\_\_

INITIATIVE (DEX) \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

CMB  =  +  +  +   
TOTAL BAB + STR + SIZE + MISC

CMD  =  +  +  +   
TOTAL 10 + BAB + STR + DEX + SIZE

SPEED \_\_\_\_\_ (x2) (RUN) (OTHER) @ \_\_\_\_\_ MANEUVER \_\_\_\_\_

=  +  +  +  +  +   
TOTAL DEX SIZE NAT OTHER TOUCH FLATFOOT

SPECIAL QUALITIES \_\_\_\_\_

BASE ABILITY MISC  
F \_\_\_\_\_ = + + \_\_\_\_\_  
R \_\_\_\_\_ = + + \_\_\_\_\_  
W \_\_\_\_\_ = + + \_\_\_\_\_  
MODIFIERS \_\_\_\_\_

MELEE Attack Bonus DMG  
\_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_  
RANGE \_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_  
SPECIAL \_\_\_\_\_

SKILLS \_\_\_\_\_

FEATS \_\_\_\_\_

### 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.

### Mount/Animal Companion

NAME: \_\_\_\_\_  
SPECIES: \_\_\_\_\_ ALGN/SIZE/TYPE: \_\_\_\_\_  
SENSES: \_\_\_\_\_ PERCEPTION: \_\_\_\_\_

### Attributes

STR	DEX	CON	INT	WIS	CHA

### Health

HIT-DICE \_\_\_\_\_ DR \_\_\_\_\_  
HIT-POINTS \_\_\_\_\_  
MAX \_\_\_\_\_ CURRENT \_\_\_\_\_

MOD \_\_\_\_\_

INITIATIVE (DEX) \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

CMB  =  +  +  +   
TOTAL BAB + STR + SIZE + MISC

CMD  =  +  +  +   
TOTAL 10 + BAB + STR + DEX + SIZE

SPEED \_\_\_\_\_ (x2) (RUN) (OTHER) @ \_\_\_\_\_ MANEUVER \_\_\_\_\_

=  +  +  +  +  +   
TOTAL DEX SIZE NAT OTHER TOUCH FLATFOOT

SPECIAL QUALITIES \_\_\_\_\_

TRICKS \_\_\_\_\_

BASE ABILITY MISC  
F \_\_\_\_\_ = + + \_\_\_\_\_  
R \_\_\_\_\_ = + + \_\_\_\_\_  
W \_\_\_\_\_ = + + \_\_\_\_\_  
MODIFIERS \_\_\_\_\_

MELEE Attack Bonus DMG  
\_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_  
RANGE \_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_ + \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_  
SPECIAL \_\_\_\_\_

SKILLS \_\_\_\_\_

FEATS \_\_\_\_\_

### 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	Abil. 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

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

<b>CASTRIPS</b>	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

<b>1ST</b>	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

<b>2ND</b>	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

<b>3RD</b>	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

<b>4TH</b>	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

<b>5TH</b>	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

<b>6TH</b>	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

<b>7TH</b>	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

<b>8TH</b>	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

<b>9TH</b>	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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## Divine Spells

0	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

1 <sup>ST</sup>	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

2 <sup>ND</sup>	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

3 <sup>RD</sup>	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

4 <sup>TH</sup>	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

5 <sup>TH</sup>	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

6 <sup>TH</sup>	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

7 <sup>TH</sup>	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

8 <sup>TH</sup>	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

9 <sup>TH</sup>	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

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