PATHFINDER

Character Sheet

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER CLASS AND LEVEL

DEITY

HOMELAND

RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS TOTAL DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = TOTAL + DEX MODIFIER MISC MODIFIER

AC ARMOR CLASS = 10 + ___ + ___ + ___ + ___ + ___ + ___ + ___
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS   **FLAT-FOOTED** ARMOR CLASS   MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (Constitution)	=	+	+	+	+		
REFLEX (Dexterity)	=	+	+	+	+		
WILL (Wisdom)	=	+	+	+	+		

BASE ATTACK BONUS   **SPELL RESISTANCE**

CMB ___ = ___ + ___ + ___   MODIFIERS
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD ___ = ___ + ___ + ___ + ___ + 10
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

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SPEED LAND FT. SQ. FT. SQ. TEMP MODIFIERS
BASE SPEED WITH ARMOR
FT. FT. FT. FT.
FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS

SKILL NAMES	Total Armor Check Penalty	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☐ ACROBATICS		___	=DEX		+	___	+	___
☐ APPRAISE		___	=INT		+	___	+	___
☐ BLUFF		___	=CHA		+	___	+	___
☐ CLIMB		___	=STR		+	___	+	___
☐ CRAFT _____		___	=INT		+	___	+	___
☐ CRAFT _____		___	=INT		+	___	+	___
☐ CRAFT _____		___	=INT		+	___	+	___
☐ 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		+	___	+	___
☐ PERFORM _____		___	=CHA		+	___	+	___
☐ PERFORM _____		___	=CHA		+	___	+	___
☐ PROFESSION* _____		___	=WIS		+	___	+	___
☐ PROFESSION* _____		___	=WIS		+	___	+	___
☐ RIDE		___	=DEX		+	___	+	___
☐ SENSE MOTIVE		___	=WIS		+	___	+	___
☐ SLEIGHT OF HAND*		___	=DEX		+	___	+	___
☐ SPELLCRAFT*		___	=INT		+	___	+	___
☐ STEALTH		___	=DEX		+	___	+	___
☐ SURVIVAL		___	=WIS		+	___	+	___
☐ SWIM		___	=STR		+	___	+	___
☐ USE MAGIC DEVICE*		___	=CHA		+	___	+	___

☑ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS

	BONUS	MAX DEX	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

EQUIPMENT

ITEM	WT.
Head / Hat / Mask	
Properties	
Headband	
Properties	
Eyes	
Properties	
Neck / Throat	
Properties	
Shoulders	
Properties	
Clothes / Body	
Properties	
Chest	
Properties	
Belts	
Properties	
Arms / Wrists	
Properties	
Feet	
Properties	
Hands	
Properties	
Ring	
Properties	
Ring	
Properties	
TOTAL WEIGHT	

GEAR

ITEM	WT.
TOTAL WEIGHT	

Light Load		Lift Over Head	
Medium Load		Lift off Ground	
Heavy Load		Drag or Push	

FEATS

SPECIAL ABILITIES

POTIONS

	#
	□□□□ □□□□
	□□□□ □□□□
	□□□□ □□□□
	□□□□ □□□□

MONEY

CP

SP

GP

PP

EXPERIENCE POINTS

NEXT LEVEL