PATHFINDER
ROLEPLAYING GAME
CHARACTER SHEET

CHARACTER NAME   ALIGNMENT   PLAYER

CHARACTER 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.
BASE SPEED   WITH ARMOR
FLY _____ FT.   MANEUVERABILITY   SWIM _____ FT.   CLIMB _____ FT.   BURROW _____ FT.
TEMP MODIFIERS

SKILLS

SKILL NAMES	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	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

GEAR

ITEM	WT.
TOTAL WEIGHT	

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

MONEY

CP

SP

GP

PP

FEATS

SPECIAL ABILITIES

EXPERIENCE POINTS | NEXT LEVEL

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐☐