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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TYPE	RANGE	AMMUNITION	DAMAGE

SPEED LAND ___ FT. ___ SQ. ___ FT. ___ SQ.
BASE SPEED | WITH ARMOR | TEMP MODIFIERS

___ FT. ___ FT. ___ FT. ___ FT.
FLY | MANEUVERABILITY | SWIM | CLIMB | BURROW

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 ☐☐☐☐☐☐☐☐