CHARACTER _____   PLAYER _____

RACE & LA _____   SIZE _____   GENDER _____   HEIGHT _____ WEIGHT _____ HAIR _____   EYES _____ SKIN _____

AGE _____ ALIGNMENT _____   DEITY _____   HOMELAND & BACKGROUND OCCUPATION _____

PATHFINDER
ROLEPLAYING GAME

LANGUAGES: _____

ABILITY SCORE

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR						
DEX						
CON						
INT						
WIS						
CHA						

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP	HP GAINED	HD
NONLETHAL HP DAM		
TEMPORARY HP		

TOTAL HP | FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
TOTALS							

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC		=10+									
TOUCH		=10+									
FLAT-FOOT		=10+									

ARMOR CHECK PENALTY ____
MAXIMUM DEX ____
SPELL FAILURE ____

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT						
REF						
WILL						

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER						
RANGED ATTACK MODIFIER						
CMB						
CMD		=10+ BAB	DODGE & DEFLECT	STR & DEX		

FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

_____
_____
_____
_____
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_____
_____

SKILLS

	SKILL		TOTAL	RANKS	ABILITY	RANKS TOTAL TRAINED	MISC
*☐	Acrobatics ◆	DEX					
*☐	Appraise	INT					
*☐	Bluff	CHA					
*☐	Climb ◆	STR					
*☐	Craft:	INT					
*☐	Diplomacy	CHA					
☐	Disable Device ◆	DEX					
*☐	Disguise	CHA					
*☐	Escape Artist ◆	DEX					
*☐	Fly ◆	DEX					
☐	Handle Animal	CHA					
*☐	Heal	WIS					
*☐	Intimidate	CHA					
☐	Kn:	INT					
☐	Kn:	INT					
☐	Kn:	INT					
☐	Kn:	INT					
☐	Kn:	INT					
☐	Kn:	INT					
☐	Linguistics	INT					
*☐	Perception	WIS					
*☐	Perform:	CHA					
☐	Prof:	WIS					
*☐	Ride ◆	DEX					
*☐	Sense Motive	WIS					
☐	Sleight of Hand ◆	DEX					
☐	Spellcraft	INT					
*☐	Stealth ◆	DEX					
*☐	Survival	WIS					
*☐	Swim ◆	STR					
☐	Use Magic Device	CHA					
☐							
☐							
☐							
☐							
☐							
☐							

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
* SKILL CAN BE USED UNTRAINED   ◆ ARMOR CHECK PENALTY APPLIES

EXPERIENCE
SLOW ☐   MEDIUM ☐   FAST ☐   ____ / ____

	BASE	FLY	SWIM	CLIMB	MISC
SPEED					

INIT ____ = ____ DEX MOD + ____ MISC MOD

HERO ____
SR ____   DR ____
RESISTANCES ____
POOL POINTS ____

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:

BODY:

CHEST:

EYES:

FEET:

HANDS:

HEAD:

HEADBAND:

NECK:

RING:

RING:

SHOULDERS:

WRIST:

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	**TOTAL**

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	**N**	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
		MODIFIED LOAD				
CURRENT LOAD		LIGHT ☐		MEDIUM ☐		HEAVY ☐

SPELLS PER DAY

CLASS [_____] LEVEL [____]

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
[ ]	0	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	1st	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	2nd	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	3rd	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	4th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	5th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	6th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	7th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	8th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	9th	[ ]	[ ]	[ ]	[ ]	[ ]

CLOSE: 25FT + 5FT / 2 LVL [ ] MEDIUM: 100FT + 10FT / LVL [ ] LONG: 400FT + 40FT / LVL [ ]

	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	[ ]	[ ]	[ ]	[ ]	[ ]

BLOODLINES & PATRONS

BLOODLINE/PATRON [_____]

BLOODLINE/PATRON [_____]

DOMAINS

DOMAIN [_____]

SUBDOMAIN [_____]

DOMAIN [_____]

SUBDOMAIN [_____]

DOMAIN [_____]

SUBDOMAIN [_____]

WIZARD SPECIALITY SCHOOL

SPECIALITY [_____]

FOCUSED [_____]

PROHIBITED [_____]

PROHIBITED [_____]

SPELLS PER DAY

CLASS [_____] LEVEL [____]

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
[ ]	0	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	1st	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	2nd	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	3rd	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	4th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	5th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	6th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	7th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	8th	[ ]	[ ]	[ ]	[ ]	[ ]
[ ]	9th	[ ]	[ ]	[ ]	[ ]	[ ]

CLOSE: 25FT + 5FT / 2 LVL [ ] MEDIUM: 100FT + 10FT / LVL [ ] LONG: 400FT + 40FT / LVL [ ]

	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	[ ]	[ ]	[ ]	[ ]	[ ]

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE