CHARACTER

PLAYER

PATHFINDER
ROLEPLAYING GAME

RACE & LA | SIZE | GENDER

HEIGHT | WEIGHT | HAIR | EYES | SKIN

AGE | ALIGNMENT | DEITY

HOMELAND & BACKGROUND OCCUPATION

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

SKILLS

	SKILLS		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