PATHFINDER
ROLEPLAYING GAME

Character Name	Alignment	Size Gender	Race

Character Class and Level	Deity	Homeland

Age	Height	Weight	Hair	Eyes

INITIATIVE — Total = DEX Modifier + Misc

CLASS POINTS /

AC = 10 + Armour Bonus + Shield Bonus + DEX Modifier + Size Modifier + Natural Armour + Deflection Modifier + Misc Modifier

Total

TOUCH	
FLAT FOOTED	

AC/CMD Modifiers

HP

Current HP

Saving Throws

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier
FORTITUDE (Constitution)		= + + +			
REFLEX (Dexterity)		= + + +			
WILL (Wisdom)		= + + +			

Save Modifiers

ENERGY RESISTANCE	
DAMAGE RESISTANCE	
SPELL RESISTANCE	

VISION

Attack Modifiers

BASE ATTACK BONUS		SPELL ATTACK	

CMB Total = BAB + Strength Modifier + Size Modifier + Misc Modifier

CMD Total = BAB + Strength Modifier + Size Modifier + Dexterity Modifier + Misc Modifier + 10

	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR				
DEX				
CON				
INT				
WIS				
CHA				

SPEED

Base	Armoured
Fly	Swim
Climb	Burrow

WEAPON

	Attack Bonus	Critical

Type	Range	Ammunition	Damage

WEAPON

	Attack Bonus	Critical

Type	Range	Ammunition	Damage

WEAPON

	Attack Bonus	Critical

Type	Range	Ammunition	Damage

SKILLS

Class Skills	Skill Name	Key Ability	Skill Total	Ranks	Ability Modifier	Misc
☐	Acrobatics	DEX	____ = ____		+ ____	+ ____
☐	Appraise	INT	____ = ____		+ ____	+ ____
☐	Bluff	CHA	____ = ____		+ ____	+ ____
☐	Climb	STR	____ = ____		+ ____	+ ____
☐	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	____ = ____		+ ____	+ ____

* = trained only skills

ACP:

AC Items

Armour	AC bonus	Max Dex	Type	Check Penalty

Spell Failure	Weight	Properties

Shield	AC bonus	Check Penalty	Spell Failure	Weight

Carrying Capacity

Light	Medium	Heavy	Lift Over Head	Lift off Ground	Push/Pull

Magic Items

Headband

Head

Eyes

Shoulders

Neck

Chest

Body

Wrists

Belt

Hands

Ring

Ring

Feet

Experience
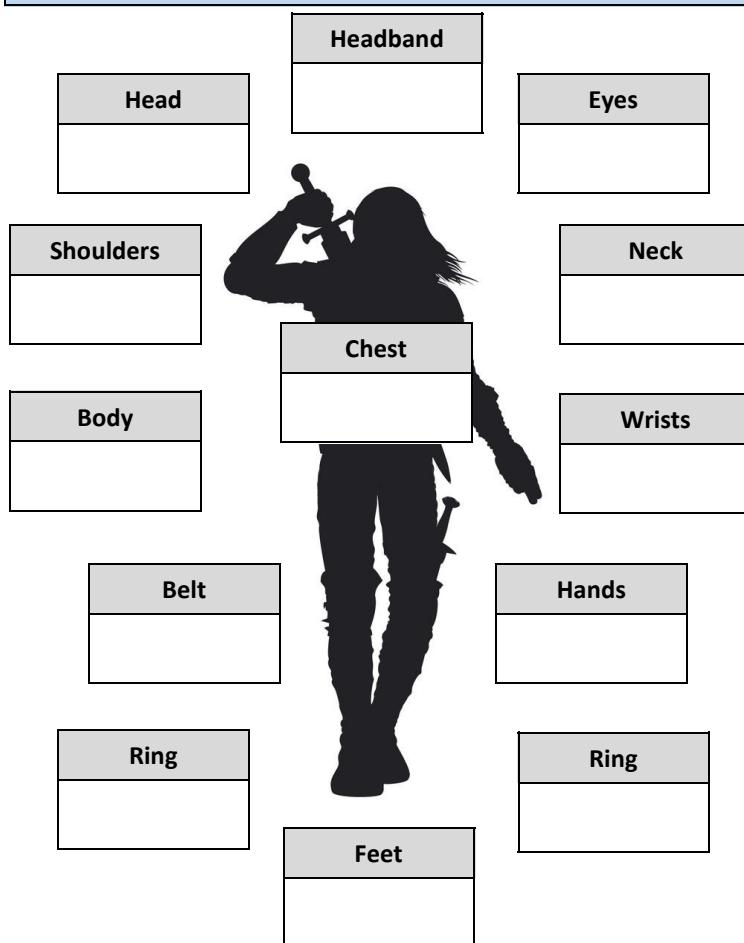
Current	Next Level

Possessions

Item	Weight	Item	Weight
	Total Weight Carried:		

Wealth

CP	SP	GP	PP

Wands

	CL	DC	Charges
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Class Features

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Feats

Class Feature
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Spells

Spells Known	Save DC	LEVEL	Spells/Day	Bonus Spells
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

Domain- School- Bloodline

Granted Spells

□ 1:

□ 2:

□ 3:

□ 4:

□ 5:

□ 6:

□ 7:

□ 8:

□ 9:

Modifiers

Concentration

d20+CL+ability mod

d20 +

Penetration

d20+CL

d20 +

Notes

0	☐☐☐☐☐☐☐☐☐
1st	☐☐☐☐☐☐☐☐☐
2nd	☐☐☐☐☐☐☐☐☐
3rd	☐☐☐☐☐☐☐☐☐
4th	☐☐☐☐☐☐☐☐☐
5th	☐☐☐☐☐☐☐☐☐
6th	☐☐☐☐☐☐☐☐☐
7th	☐☐☐☐☐☐☐☐☐
8th	☐☐☐☐☐☐☐☐☐
9th	☐☐☐☐☐☐☐☐☐

Traits and Racial Abilities

Languages