PATHFINDER

Character Record Sheet

Character Name	Alignment	Player Name
Character Level	Deity	Homeland

Race	Size	Age	Gender	Height	Weight	Hair	Eyes	Vision	Allies

	Score	Mod	Temp	Mod
Str				
Dex				
Con				
Int				
Wis				
Cha				

Hit Points	Wounds	Damage Reduction

	TOTAL	Base	Misc
Speed			

	TOTAL	Dex Mod	Misc
Initiative			

=	Armor Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Natural Armor	Deflection Modifier	Misc. Modifier

Armor Class

Touch AC [ ] Flat-footed AC [ ]

Saving Throw	TOTAL		Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temp Modifier	Other Modifiers
Fort		=						
Ref		=						
Will		=						

BASE ATTACK BONUS		SPELL RESISTANCE	

CMB		=				
	TOTAL		Base Attack Bonus	Strength Modifier	Size Modifier	Miscellaneous Modifiers

CMD		=					+10
	TOTAL		Base Attack Bonus	Strength Modifier	Dexterity Modifier	Size Modifier	

Weapon Name	Attack Bonus	Weapon Damage	Critical	Type	Range	Ammunition

Item Slot	Item Name	Properties
Weapon 1		
Weapon 2		
Armor		
Belt		
Body		
Chest		
Eyes		
Feet		
Hands		
Head		
Headband		
Neck		
Right Ring		
Left Ring		
Shield		
Shoulders		
Wrist		

Class	Skill Name	Total	Ability	Mod	Rank	Misc
	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			

*- Trained Only

Languages

Equipment

Item	Weight
Total Weight	

Light Load		Lift Over Head	
Medium Load		Lift off Ground	
Heavy Load		Drag or Push	

Wealth

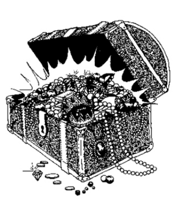
CP

SP

GP

PP

Other



Other Campaign Notes

Feats / Special Abilities

Spells

Spellbook

0st

1st

2nd

3rd

Experience	Next Level

Spells Known	Spell Save DC	Level	Spells Per Day	Bonus Spells
		0		
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		

Conditional Modifiers

Spellbook (cont.)

4th

5th

6th

7th

8th

9th