PLAYER | CHARACTER NAME | ALIGNMENT

RACE | GENDER | SIZE | AGE | HEIGHT | WEIGHT | HAIR | EYES

DEITY | VISION | HOMELAND

LANGUAGES

HITPOINTS

CURRENT HP	NON LETHAL
TOTAL HP	

CLASSES

HD	CLASS NAME	BAB	SP	FORT	REF	WILL	LVL
FAVORED CLASS:	TOTALS						

PATHFINDER® ROLEPLAYING GAME™

SPEED

BASE	WITH ARMOR	FLY	SWIM	CLIMB

	ABILITY SCORE	ABILITY MODIFIER	ITEM MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH					
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

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

	TOTAL		BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	TEMP MOD	OTHER MODIFIERS
FORT CONSTITUTION		=						
REFLEX DEXTERITY		=						
WILL WISDOM		=						

	TOTAL		BAB	STR MOD	SIZE	DEX MOD	
CMD TO DEFEND		=					+ 10
CMB TO ATTACK		=					

	TOTAL		DEX MOD	MISC MOD
INITIATIVE		=		

BASE ATTACK BONUS (BAB)

SKILLS

		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	___	+	___	+	___
☐	KNW (ARCANA)*	____	= INT	___	+	___	+	___
☐	KNW (DUNGEONEERING)*	____	= INT	___	+	___	+	___
☐	KNW (ENGINEERING)*	____	= INT	___	+	___	+	___
☐	KNW (GEOGRAPHY)*	____	= INT	___	+	___	+	___
☐	KNW (HISTORY)*	____	= INT	___	+	___	+	___
☐	KNW (LOCAL)*	____	= INT	___	+	___	+	___
☐	KNW (NATURE)*	____	= INT	___	+	___	+	___
☐	KNW (NOBILITY)*	____	= INT	___	+	___	+	___
☐	KNW (PLANES)*	____	= INT	___	+	___	+	___
☐	KNW (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	___	+	___	+	___

MARK AN ☒ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. *TRAINED ONLY*

WEAPON

ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

PROFICIENCY	ADDITIONAL EFFECTS
Y / N	

WEAPON

ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

PROFICIENCY	ADDITIONAL EFFECTS
Y / N	

WEAPON

ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

PROFICIENCY	ADDITIONAL EFFECTS
Y / N	

WEAPON

ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

PROFICIENCY	ADDITIONAL EFFECTS
Y / N	

WEAPON

ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

PROFICIENCY	ADDITIONAL EFFECTS
Y / N	

SPELL RESISTANCE | **DAMAGE REDUCTION** | **ELEMENTAL RESISTANCE** | **FORTIFICATION**

TRAITS

RACIAL TRAITS

SPECIAL ABILITIES

EXPERIENCE	NEXT LEVEL

SPELLS

SAVE DC	LEVEL	PER DAY	BONUS SPELLS	TOTAL	USED
	0				
	1ST				
	2ND				
	3RD				
	4TH				
	5TH				
	6TH				
	7TH				
	8TH				
	9TH				

ADDITIONAL MODIFIERS

FEATS

WORN EQUIPMENT

WORN EQUIPMENT	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Head						
Earrings						
Face						
Neck						
Shoulders						
Armor						
Torso						
Shield						
Waist						
Arms/Wrists						
Hands						
Ring (R)						
Ring (L)						
Feet						

CARRIED EQUIPMENT & MAGIC ITEMS

TOTAL WEIGHT		TOTAL WEIGHT	

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE	LIFT OFF GROUND	DRAG & PUSH

DOMAINS/SPECIALTY SCHOOL

SPELL LIST

0		3	
0		3	
0		3	
0		4	
0		4	
0		4	
0		4	
0		4	
1		5	
1		5	
1		5	
1		5	
1		6	
1		6	
1		6	
1		6	
2		7	
2		7	
2		7	
2		7	
2		8	
2		8	
2		8	
3		9	
3		9	
3		9	

HERO POINTS

TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

	TOTAL		TOTAL		TOTAL		TOTAL		TOTAL
STR STRENGTH		INT INTELLIGENCE		FORT CONSTITUTION		SPD SPEED		HP HITPOINTS	
DEX DEXTERITY		WIS WISDOM		REFLEX DEXTERITY		CMD TO DEFEND		AC ARMOR CLASS	
CON CONSTITUTION		CHA CHARISMA		WILL WISDOM		CMB TO ATTACK		MISC	

NAME	RACE
CLASS	LEVEL / HD

ATTACK	ATTACK BONUS 1ST	2ND	3RD	4TH	DMG &CRIT

SPECIAL ABILITIES

MONEY

CP

SP

GP

PP