PATHFINDER SOCIETY

Character Sheet

PATHFINDER NUMBER

FACTION

PLAYER

PRESTIGE POINTS

CHARACTER PORTRAIT / HERALDRY

CHARACTER NAME

HOME LAND

CHARACTER CLASS

LEVEL

SIZE | AGE | GENDER | SKIN

HEIGHT | WEIGHT | EYES | HAIR

RACE | TEMPLATE | ALIGNMENT | DEITY

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY ADJUSTMENT	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS

TOTAL | DAMAGE REDUCTION

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = TOTAL DEX MODIFIER + MISC MODIFIER

AC ARMOR CLASS = **10** + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC MODIFIER

TOTAL

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

MODIFIERS

SAVING THROWS	TOTAL	BASE MODIFIER	UTILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	=	+	+	+	+		
REFLEX (DEXTERITY)	=	+	+	+	+		
WILL (WISDOM)	=	+	+	+	+		

BASE ATTACK BONUS

CMB TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MODIFIER

SPELL RESISTANCE

CMD TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + DEXTERITY MODIFIER + **10**

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	WEIGHT	NOTES

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WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	WEIGHT	NOTES

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	WEIGHT	NOTES

SPEED

BASE LAND SPEED	SWIM	FLY	MODIFIERS

WITH ARMOR	CLIMB	BURROW	

SKILLS

MAX RANKS

	SKILL NAMES	TOTAL BONUS	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	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	+	+	

☑ **Class Skill** *Trained Only

Conditional Modifiers:

Languages:

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

GEAR

LOCATION	ITEM	QT	WT	LOCATION	ITEM	QT	WT
				ARMOR			
				BELT			
				BODY			
				CHEST			
				EYES			
				FEET			
				HANDS			
				HEAD			
				HEADBAND			
				NECK			
				RING			
				RING			
				SHIELD			
				SHOULDERS			
				WRISTS			
				SLOTLESS			
				SLOTLESS			
				SLOTLESS			
				WEIGHT TOTAL			

LIGHT LOAD ☐ MEDIUM LOAD ☐ HEAVY LOAD ☐ LIFT OVER HEAD ☐ EQUALS MAX LOAD LIFT OFF GROUND ☐ 2X MAX LOAD DRAG OR PUSH ☐ 5X MAX LOAD

FEATS

LEVEL	FEAT	LEVEL	FEAT

EXPERIENCE POINTS

NEXT LEVEL

MONEY

PP	
GP	
SP	
CP	
Other Valuables	

SPECIAL ABILITIES

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

DOMAINS / SPECIALTY SCHOOL

SPELL SAVE	SPELL FAILURE	CONDITIONAL MODIFIERS

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