PATHFINDER NUMBER   FACTION   PLAYER   FAME   CHARACTER PORTRAIT / HERALDRY

PATHFINDER SOCIETY
CHARACTER SHEET

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** + + + + + +
TOTAL   ARMOR BONUS   SHIELD BONUS   DEX MODIFIER   SIZE MODIFIER   NATURAL ARMOR   DEFLECTION MODIFIER   MISC MODIFIER

TOUCH ARMOR CLASS   **FLAT-FOOTED** ARMOR CLASS   MODIFIERS

SAVING THROWS   TOTAL   BASE MODIFIER   UTILITY MODIFIER   MAGIC MODIFIER   MISC MODIFIER   TEMPORARY MODIFIER   MODIFIERS

	TOTAL		BASE		UTILITY		MAGIC		MISC		TEMP
FORTITUDE (CONSTITUTION)		=		+		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+		+	
WILL (WISDOM)		=		+		+		+		+	

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

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

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	WEIGHT	NOTES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	WEIGHT	NOTES	

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

CLASS SKILL	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

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

EXPERIENCE POINTS

CURRENT	NEEDED

MONEY

COIN		PRESTIGE POINTS
PP		
GP		OTHER VALUABLES
SP		
CP		

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			
				SLOTLESS			
				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	

BOONS

FEATS

LEVEL	FEAT	LEVEL	FEAT

SPECIAL ABILITIES