

PATHFINDER NUMBER

FACTION

PLAYER

FAME

CHARACTER PORTRAIT / HERALDRY



CHARACTER SHEET

CHARACTER NAME

HOME LAND

CHARACTER CLASS

LEVEL

SIZE

AGE

GENDER

SKIN

HEIGHT

WEIGHT

EYES

HAIR

RACE

TEMPLATE

ALIGNMENT

DEITY

Large empty box for character portrait or heraldry.

Ability score grid for STR, DEX, CON, INT, WIS, and CHA. Includes HP, WOUNDS, NONLETHAL DAMAGE, and INITIATIVE sections.

AC (Armor Class) calculation: AC = 10 + Armor Bonus + Shield Bonus + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Misc Modifier.

TOUCH (Armor Class) and FLAT-FOOTED (Armor Class) sections with modifiers.

Saving Throws: FORTITUDE (Constitution), REFLEX (Dexterity), and WILL (Wisdom) with their respective modifiers.

BASE ATTACK BONUS and CMB (Combat Maneuver Bonus) calculation: CMB = Base Attack Bonus + Strength Modifier + Size Modifier + Modifier.

SPELL RESISTANCE and CMD (Command) calculation: CMD = Base Attack Bonus + Strength Modifier + Size Modifier + Dexterity Modifier + 10.

WEAPON table with columns for TYPE, RANGE, WEIGHT, ATTACK BONUS, DAMAGE, CRITICAL, and NOTES.

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SPEED table with categories: BASE LAND SPEED, SWIM, FLY, WITH ARMOR, CLIMB, BURROW, and MODIFIERS.

SKILLS table header with columns: SKILL NAMES, TOTAL BONUS, KEY ABILITY, ABILITY MODIFIER, RANKS, and MISC MODIFIER.

- List of skills including ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISABLE DEVICE*, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL*, HEAL, INTIMIDATE, KNOWLEDGE (ARCANA)*, KNOWLEDGE (DUNGEONEERING)*, KNOWLEDGE (ENGINEERING)*, KNOWLEDGE (GEOGRAPHY)*, KNOWLEDGE (HISTORY)*, KNOWLEDGE (LOCAL)*, KNOWLEDGE (NATURE)*, KNOWLEDGE (NOBILITY)*, KNOWLEDGE (PLANES)*, KNOWLEDGE (RELIGION)*, LINGUISTICS*, PERCEPTION, PERFORM, PROFESSION*, RIDE, SENSE MOTIVE, SLEIGHT OF HAND*, SPELLCRAFT*, STEALTH, SURVIVAL, SWIM, and USE MAGIC DEVICE*.

Conditional Modifiers:

Languages:

