



CHARACTER SHEET

PATHFINDER NUMBER _____

PLAYER _____

CHARACTER NAME _____

CHARACTER CLASS AND LEVEL _____

SIZE _____ AGE _____ GENDER _____ HEIGHT _____

WEIGHT _____ EYES _____ HAIR _____ SKIN _____

RACE _____ TEMPLATE _____ ALIGNMENT _____ DEITY _____

CHARACTER PORTRAIT / HERALDRY

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

HP
HIT POINTS

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE
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	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	_____	=	_____	+	_____	+	_____	+	_____	+	10
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER		SIZE MODIFIER		DEXTERITY MODIFIER						

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	NOTES			
			AMMUNITION		
			□□□□ □□□□ □□□□ □□□□		
			□□□□ □□□□ □□□□ □□□□		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	NOTES			
			AMMUNITION		
			□□□□ □□□□ □□□□ □□□□		
			□□□□ □□□□ □□□□ □□□□		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	NOTES			
			AMMUNITION		
			□□□□ □□□□ □□□□ □□□□		
			□□□□ □□□□ □□□□ □□□□		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	NOTES			
			AMMUNITION		
			□□□□ □□□□ □□□□ □□□□		
			□□□□ □□□□ □□□□ □□□□		

SPEED

BASE LAND SPEED	SWIM	FLY	MODIFIERS
_____	_____	_____	_____
WITH ARMOR	CLIMB	BURROW	
_____	_____	_____	

SKILLS

SKILL NAMES	TOTAL BONUS	KEY ABILITY	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				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	_____	_____	_____

- 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:

