Name	Player	Campaign
Race	Gender	Height
Class	Size	Weight
Alignment	Age	Hair
Homeland	Deity	Eyes

PATHFINDER ROLEPLAYING GAME
CHARACTER SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR				
DEX				
CON				
INT				
WIS				
CHA				

SAVING THROWS

		TOTAL	=	Base Save	+	Ability Mod	+	Magic Mod	+	Misc Mod	+	Temp Mod
FORT	(CON)		=		+		+		+		+	
REF	(DEX)		=		+		+		+		+	
WILL	(WIS)		=		+		+		+		+	

SAVING THROW MODIFIERS

HIT POINTS

MAX HP	Damage Reduction	Die Type

CURRENT

ARMOR CLASS

= 10 + Armor Bonus + Shield Bonus + DEX Mod + Size Mod + Misc Mod

FLAT FOOTED

Check Penalty

TOUCH

Arcane Spell Fail

Misc Modifiers Defined

DEFENSES

	Armor Bonus	Max DEX	Check Penalty	Spell Failure	Speed	Weight

INITIATIVE

= DEX Mod + MISC Mod

PROFICIENCIES

WEAPONS: Simple Martial

ARMOR: Light Med Heavy

SHIELDS:

COMBAT INFORMATION

		TOTAL	=	Base Attack Bonus	+	STR Mod	+	DEX Mod	+	Size Mod	+	Misc Mod
MELEE	(STR)		=		+		+	X	+		+	
RANGED	(DEX)		=		+	X	+		+		+	
CMB	(Bonus)							X				
CMD	(Defense)		=		+		+		+		+	10

COMBAT MODIFIERS

WEAPONS

	Total Attack	Damage	Crit - Threat	Range	Type	Weight	Notes

SKILLS

		TOTAL	=	Ability Mod	+	Ranks	+	Misc	+	Key Class Ability
	ACROBATICS		=		+		+		+	DEX
	APPRAISE		=		+		+		+	INT
	BLUFF		=		+		+		+	CHA
	CLIMB		=		+		+		+	STR
	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

X CLASS SKILL * TRAINED ONLY

SKILLS

		TOTAL	=	Ability Mod	+	Ranks	+	Misc	+	Key Class Ability
	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

X CLASS SKILL * TRAINED ONLY

Name Player

RACIAL ABILITIES

TRAITS

CLASS ABILITIES

FEATS

MAGIC / SPECIAL ITEMS	LOCATION	WGT
	Armor	
	Belt	
	Body	
	Chest	
	Eyes	
	Feet	
	Hands	
	Head	
	Headband	
	Neck	
	Ring R	
	Ring L	
	Shield	
	Shoulders	
	Wrists	

EQUIPMENT	LOCATION	WGT

VALUABLES	AMOUNT
Copper	
Silver	
Gold	
Platinum	

LANGUAGES

TOTAL WEIGHT	
Light Load	
Medium Load	
Heavy Load	
Lift Over Head	
Lift Off Ground	
Push or Drag	

EXPERIENCE