Pathfinder Roleplaying Game

Barbarian

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS — TOTAL =10+ ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE CONSTITUTION	=	+	+	+	+	+
REFLEX DEXTERITY	=	+	+	+	+	+
WILL WISDOM	=	+	+	+	+	+

MODIFIERS

B.A.B.

RAGE /

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	

FLY	MANUVERABILITY	SWIM	CLIMB
FT.		FT.	FT.

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☑ 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		+	+
☐ 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 ☐ Cannot Use in Rage

CONDITIONAL MODIFIERS:

LANGUAGES:

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

INVENTORY

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

LBS.

CAPACITY:

CAPACITY:

CAPACITY:

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

FEATS

FEAT	PAGE REF.	NOTES

RACIAL TRAITS

CLASS FEATURES

RAGE

ROUNDS PER DAY		RAGE BONUS	NEW SCORE	NEW MOD.			TOUCH	F.F.
	STR				AC			
	CON				WILL		☐ TIRELESS RAGE	

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

RAGE POWERS

	PAGE REF.

NOTES

Pathfinder Roleplaying Game — Bard

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST | **ENERGY RESIST**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

BARDIC PERFORM. /

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS

0 / 1st / 2nd / 3rd / 4th / 5th / 6th — TOUCH ATTACK: MELEE / RANGED — SAVE DC MOD.

CASTER LEVEL | SPELL FAILURE | SPECIAL PROPERTIES

WEAPON

ATTACK BONUS | DAMAGE | CRITICAL

TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES

WEAPON

ATTACK BONUS | DAMAGE | CRITICAL

TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES

WEAPON

ATTACK BONUS | DAMAGE | CRITICAL

TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES

WEAPON

ATTACK BONUS | DAMAGE | CRITICAL

TYPE | RANGE | AMMUNITION | SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	

FLY	MANUVERABILITY	SWIM	CLIMB
FT.		FT.	FT.

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☑ 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		+	+
☑ 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		+	+
☐ Concentration		=CHA		+	C. LVL +
☐ _____				+	+

☑ Class Skill * Trained Only

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

	LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

FEATS

FEAT	PAGE REF.	NOTES

SPELLS

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

CONDITIONAL MODIFIERS

BARDIC PERFORMANCE

SAVE DC [ ] = 10 + [ ] + [ ]

TOTAL — 1/2 BARD LEVEL — CHARISMA MODIFIER

CONDITIONAL MODIFIERS

RACIAL TRAITS

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

PERFORMANCES

	PAGE REF.

NOTES

Pathfinder Roleplaying Game — Cleric

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST | **ENERGY RESIST**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

CHANNEL ENERGY /

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH	TOUCH ATTACK (MELEE / RANGED)	SAVE DC MOD.

CASTER LEVEL	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED (FT. / SQ.)	ARMOR SPEED (FT. / SQ.)	BURROW (FT.)	TEMP. MODIFIERS

FLY (FT.)	MANUVERABILITY	SWIM (FT.)	CLIMB (FT.)

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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		+	+
☐ Concentration		=WIS		+ C. LVL	+
☐ _____				+	+

☑ Class Skill * Trained Only

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

	LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

FEATS

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

SPELLS

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

CONDITIONAL MODIFIERS

DOMAINS

CLASS FEATURES

Channel Energy

HEALING/DAMAGE

SAVE DC = 10 + 1/2 CLERIC LEVEL + CHARISMA MODIFIER + MISC.

TOTAL

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

Pathfinder Roleplaying Game — Druid

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST | **ENERGY RESIST**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

WILD SHAPE /

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH	TOUCH ATTACK (MELEE / RANGED)	SAVE DC MOD.

CASTER LEVEL	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

	ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED (FT. / SQ.)	ARMOR SPEED (FT. / SQ.)	BURROW (FT.)	TEMP. MODIFIERS

FLY (FT.)	MANUVERABILITY	SWIM (FT.)	CLIMB (FT.)

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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		+	+
☐ Concentration		=WIS		+ C. LVL	+
☐ _____				+	+

☑ Class Skill * Trained Only

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT	

CONTAINER

	LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

_____
_____
_____
_____

FEATS

FEAT	PAGE REF.	NOTES

SPELLS

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

CONDITIONAL MODIFIERS

NATURE BOND

RACIAL TRAITS

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

FORM

SPEED	INIT.	STR	DEX	CON

HP CURRENT / HP MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD

PRIMARY ATTACK	ATTACK	DAMAGE	CRIT.

SECONDARY ATTACK	ATTACK	DAMAGE	CRIT.

EXTRAORDINARY ATTACKS

FORM

SPEED	INIT.	STR	DEX	CON

HP CURRENT / HP MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD

PRIMARY ATTACK	ATTACK	DAMAGE	CRIT.

SECONDARY ATTACK	ATTACK	DAMAGE	CRIT.

EXTRAORDINARY ATTACKS

FORM

SPEED	INIT.	STR	DEX	CON

HP CURRENT / HP MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD

PRIMARY ATTACK	ATTACK	DAMAGE	CRIT.

SECONDARY ATTACK	ATTACK	DAMAGE	CRIT.

EXTRAORDINARY ATTACKS

FORM

SPEED	INIT.	STR	DEX	CON

HP CURRENT / HP MAX | AC / TOUCH / FLAT FOOTED | CMB | CMD

PRIMARY ATTACK	ATTACK	DAMAGE	CRIT.

SECONDARY ATTACK	ATTACK	DAMAGE	CRIT.

EXTRAORDINARY ATTACKS

Pathfinder Roleplaying Game

Fighter

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

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

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE CONSTITUTION	=	+	+	+	+	+
REFLEX DEXTERITY	=	+	+	+	+	+
WILL WISDOM	=	+	+	+	+	+

MODIFIERS

BASE ATTACK BONUS

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	FLY	MANUVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	FT.		FT.	FT.	

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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:

INVENTORY

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT	

CONTAINER

	LBS.
CAPACITY:	
CAPACITY:	
CAPACITY:	

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

FEATS

FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES		NOTES	

WEAPON GROUPS

TRAINED	BONUS
	[ ]
	[ ]
	[ ]
	[ ]

RACIAL TRAITS

CLASS FEATURES

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

Pathfinder Roleplaying Game

Character Sheet

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

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

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE CONSTITUTION	=	+	+	+	+	+
REFLEX DEXTERITY	=	+	+	+	+	+
WILL WISDOM	=	+	+	+	+	+

MODIFIERS

B.A.B. **SPECIAL ABILITY**

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	FLY	MANUVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	FT.		FT.	FT.	

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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:

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT	

CONTAINER

	LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

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FEATS

FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

SPELLS

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

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

CLASS FEATURES

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

Pathfinder Roleplaying Game

Monk

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE — TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST — ENERGY RESIST

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

KI POOL /

CMB — TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD — TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

FLURRY OF BLOWS

WEAPON	DAMAGE	CRITICAL
/ / / / / /		

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	

FLY	MANUVERABILITY	SWIM	CLIMB
FT.		FT.	FT.

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☑ 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		+	+
☐ 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:

INVENTORY

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

LBS.

CAPACITY:

CAPACITY:

CAPACITY:

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

FEATS

FEAT	PAGE REF.	NOTES

KI ABILITIES

	KI COST

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

RACIAL TRAITS

NOTES

Pathfinder Roleplaying Game

Paladin

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST | **ENERGY RESIST**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

LAY ON HANDS /

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SMITE EVIL

ATTACK BONUS	DAMAGE
	EVIL / UNDEAD

CRITICAL	TYPE	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	FLY	MANUVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	FT.		FT.	FT.	

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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		+	+
☐ Concentration		=CHA		+	C. LVL +
☐				+	+

☑ Class Skill * Trained Only

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

	LBS.

CAPACITY: _____

	LBS.

CAPACITY: _____

	LBS.

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

_____
_____
_____
_____

FEATS

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

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FEAT | PAGE REF.
NOTES

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		1st		
		2nd		
		3rd		
		4th		

CONDITIONAL MODIFIERS

MERCIES

CLASS FEATURES

Channel Energy

HEALING/DAMAGE | SAVE DC | TOTAL = 10 + 1/2 PALADIN LEVEL + CHARISMA MODIFIER + MISC.

Lay on Hands

USES PER DAY | TOUCH ATTACK | HEALING / DAMAGE

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

Pathfinder Roleplaying Game
Ranger

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

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

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
FORTITUDE CONSTITUTION	=	+	+	+	+	+
REFLEX DEXTERITY	=	+	+	+	+	+
WILL WISDOM	=	+	+	+	+	+

MODIFIERS

BASE ATTACK BONUS

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	FLY	MANUVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	FT.		FT.	FT.	

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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		+	+
☐ Concentration		=WIS		+	+
☐				+	+

☑ Class Skill * Trained Only

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

	LBS.

CAPACITY: _____

	LBS.

CAPACITY: _____

	LBS.

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

FEATS

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FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		1st		
		2nd		
		3rd		
		4th		

CONDITIONAL MODIFIERS

COMBAT STYLE FEATS

RACIAL TRAITS

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

FAVORED ENEMY

You get a bonus to Bluff, Knowledge, Perception, Sense Motive, Attack, and Damage rolls made against your favored enemies.

CREATURE TYPE (SUBTYPE)	BONUS
	[+]
	[+]
	[+]
	[+]
	[+]

FAVORED TERRAIN

You get a bonus to Initiaitive, Knowledge (geography), Perception, Stealth, and Survival. You leave no tracks while in favored terrain.

TERRAIN TYPE	BONUS
	[+]
	[+]
	[+]
	[+]

NOTES

Pathfinder Roleplaying Game — Rogue

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST | **ENERGY RESIST**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

SNEAK ATTACK

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	FLY	MANUVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	FT.		FT.	FT.	

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☑ 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		+	+
☑ 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:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT

CONTAINER

	LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

CHARACTER GEAR

	REF.
HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
WAIST	
FEET	
RING	
RING	

OTHER/NOTES

_____
_____
_____
_____

FEATS

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FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
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FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

FEAT | PAGE REF.
NOTES

TALENTS

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RACIAL TRAITS

NOTES

CLASS FEATURES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:

Pathfinder Roleplaying Game

Sorcerer/Wizard

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND | CAMPAIGN

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

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

HP HIT POINTS — TOTAL — NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE TOTAL = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS — TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + SIZE MODIFIER + NATURAL ARMOR + DEFLECTION MODIFIER + MISC. MODIFIER

TOUCH

FLAT FOOTED

MODIFIERS

	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMP. MODIFIER
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						

MODIFIERS

B.A.B.

POWER /

CMB TOTAL = B.A.B. + STR MODIFIER + SIZE MODIFIER

MODIFIERS

CMD TOTAL = B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH / 7TH / 8TH / 9TH	TOUCH ATTACK MELEE / RANGED	SAVE DC MOD.

CASTER LEVEL	SPELL FAILURE	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	TEMP. MODIFIERS
FT. SQ.	FT. SQ.	FT.	

FLY	MANUVERABILITY	SWIM	CLIMB
FT.		FT.	FT.

SKILLS

SKILL NAME	TOTAL BONUS		ABILITY MOD.	RANKS	MISC. MOD.
☐ 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		+	+
☐ 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		+	+
☐ Concentration				+ C. LVL	+
☐ _____				+	+

☑ Class Skill * Trained Only

CONDITIONAL MODIFIERS:

LANGUAGES:

INVENTORY

STAVES

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

	CL	CHARGES

SPELLS: _____ DC: _____
_____ DC: _____
_____ DC: _____
_____ DC: _____

WANDS

	CL	DC	CHARGES

ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.

TOTAL WEIGHT	

CONTAINER

	LBS.

CAPACITY: _____

CAPACITY: _____

CAPACITY: _____

CHARACTER GEAR

HEAD	REF.

FACE	REF.

THROAT	REF.

SHOULDERS	REF.

BODY	REF.

TORSO	REF.

ARMS	REF.

HANDS	REF.

WAIST	REF.

FEET	REF.

RING	REF.

RING	REF.

OTHER/NOTES

ARMOR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	WEIGHT	AC BONUS	CHECK PENALTY

SPELL FAIL	SPECIAL PROPERTIES

CARRYING CAPACITY

LIGHT LOAD		LIFT OVER HEAD	MAX
MEDIUM LOAD		LIFT OFF GROUND	MAX x2
HEAVY LOAD		PUSH OR DRAG	MAX x5

WEALTH

COINS	VALUABLES
CP	
SP	
GP	
PP	

FEATS

FEAT	PAGE REF.	NOTES

SPELLS

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

CONDITIONAL MODIFIERS

BLOODLINE/SPECIALTY SCHOOL

PROHIBITED SCHOOLS

CLASS FEATURES

POWERS

SAVE DC [ ] = 10 + [ ] + [ ] + [ ]

TOTAL — 1/2 CLASS LEVEL — KEY ABILITY MODIFIER — MISC.

RACIAL TRAITS

NOTES

EXPERIENCE

EXPERIENCE: [ ]

NEXT LEVEL: [ ]