character name _____ player _____

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

PERSONAL INFORMATION

class _____ level _____

race _____ size _____

alignment _____ gender _____

loyalty _____ age _____

hair _____ eyes _____

Height / Weight _____

SAVING THROWS	TOTAL	=	CLASS BASE	+	CLASS BASE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
FORTITUDE (constitution)		=		+		+		+		+		+	conditional modifiers
REFLEX (dexterity)		=		+		+		+		+		+	
WILL (wisdom)		=		+		+		+		+		+	

BASE ATTACK ROLLS	TOTAL	=	BASE ATTACK BONUS (BAB)	+	ABILITY MODIFIER	+	other modifiers
MELEE (strength)		=		+		+	
RANGED (dexterity)		=		+		+	

	TOTAL	=	BAB	+	STRENGTH	+	SIZE	+	MAGIC	+	MISC	+	TEMP	other modifiers
CMB (combat man. bonus)		=		+		+		+		+		+		
CMD (combat man. defense)		=		+		+		+		+		+	10	
	TOTAL		BAB		STRENGTH		DEXTERITY		SIZE		MAGIC		MISC	

ARMOUR

TOTAL	=	10	+ ARMOUR	+ DEX	+ SIZE	+ MISC	+ MISC	+ MISC	+ MISC	+ SHIELD
		10								

ARMOUR (primary) _____

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES

ARMOUR (secondary) _____

MAX DEX	ARMOUR CLASS	CHK	SPELL	WEIGHT	NOTES

Flat Footed (No Dex) _____ **Vs Touch Attacks** (No Armour) _____

ATTACK ROLLS

WEAPON	BASE ATTACK ROLL	BONUS	BONUS	BASE DAMAGE	BONUS	ABILITY

AMMO ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

INTV (dexterity)	TOTAL	=	ABILITY	+	MISC	+	MISC	SPEED (sq / turn)	BASE	ARMOUR	RUN	SPRINT

Pathfinder Roleplaying Game

	Class Skill	Class Skill	Use Untrained ?	Armour Check		RANKS	CLASS
Acrobatics	☐	☐	■	ϕ	Dex		
Appraise	☐	☐	■		Int		
Bluff	☐	☐	■		Cha		
Climb	☐	☐	■	ϕ	Str		
Craft (_____)	☐	☐	■		Int		
Craft (_____)	☐	☐	■		Int		
Craft (_____)	☐	☐	■		Int		
Diplomacy	☐	☐	■		Cha		
Disable Device	☐	☐		ϕ	Dex		
Disguise	☐	☐	■		Cha		
Escape Artist	☐	☐	■	ϕ	Dex		
Fly	☐	☐	■	ϕ	Dex		
Handle Animal	☐	☐			Cha		
Heal	☐	☐	■		Wis		
Intimidate	☐	☐	■		Cha		
Knowledge:Arcana	☐	☐			Int		
Knowledge:Dungeoneer	☐	☐			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	☐	☐	■	ϕ	Dex		
Sense Motive	☐	☐	■		Wis		
Sleight of Hand	☐	☐		ϕ	Dex		
Spellcraft	☐	☐			Int		
Stealth	☐	☐	■	ϕ	Dex		
Survival	☐	☐	■		Wis		
Swim	☐	☐	■	ϕ	Str		
Use Magic Device	☐	☐			Cha		
_____	☐	☐					
_____	☐	☐					
_____	☐	☐					
_____	☐	☐					
_____	☐	☐					

MAX SKILL RANKS = LEVEL; CLASS SKIL

HIT DICE	TOTAL HITS
d	

CURRENT HITS

TOTAL

LS GAIN +3

FEATS

LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
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LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)
LEVEL	NAME (NOTES)

SPELLS

SPELL RESISTANCE	SPELL SAVE	SPELL FAILURE

SPELLS PER DAY

0	BASE	STAT	DIVINE	TOTAL
1	BASE	STAT	DIVINE	TOTAL
2	BASE	STAT	DIVINE	TOTAL
3	BASE	STAT	DIVINE	TOTAL
4	BASE	STAT	DIVINE	TOTAL
5	BASE	STAT	DIVINE	TOTAL
6	BASE	STAT	DIVINE	TOTAL
7	BASE	STAT	DIVINE	TOTAL
8	BASE	STAT	DIVINE	TOTAL
9	BASE	STAT	DIVINE	TOTAL

OTHER ABILITIES

MONEY

LANGUAGES

GEAR

WEAPONS

WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES
WEAPON	ATTACK BONUSES	BASE DAMAGE	DAMAGE BONUSES	CRITICAL	RANGE	TYPE	WEIGHT	SIZE	NOTES