CHARACTER SHEET

PATHFINDER ROLEPLAYING GAME

ICON LEGEND

WRITE ON SHEET

1d4

6

1d6

8

1d8

10

1d10

12

1d12

20

1d20

20
CRITICAL THREAT

SPELL ON FRIENDS

SPELL ON ENEMIES

STANDARD MAGIC

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A — CHARACTER NAME

RACE

ALIGNMENT

GENDER

CLASS

XP LEVEL

B — ABILITY SCORES | ABILITY MODIFIERS

ABILITY SCORES		ABILITY MODIFIERS
STRENGTH		STR MODIFIER
DEXTERITY		DEX MODIFIER
CONSTITUTION		CON MODIFIER
INTELLIGENCE		INT MODIFIER
WISDOM		WIS MODIFIER
CHARISMA		CHA MODIFIER

C — RACIAL TRAITS

SPEED

D — SKILLS

	CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL
ACROBATICS		+	DEX MOD	+	=
BLUFF		+	CHA MOD	+	=
CLIMB		+	STR MOD	+	=
DIPLOMACY		+	CHA MOD	+	=
DISABLE DEVICE*		+	DEX MOD	+	=
HEAL		+	WIS MOD	+	=
KNOWLEDGE ARCANA*		+	INT MOD	+	=
KNOWLEDGE DUNGEONEERING*		+	INT MOD	+	=
KNOWLEDGE GEOGRAPHY*		+	INT MOD	+	=
KNOWLEDGE HISTORY*		+	INT MOD	+	=
KNOWLEDGE LOCAL*		+	INT MOD	+	=
KNOWLEDGE NATURE*		+	INT MOD	+	=
KNOWLEDGE RELIGION*		+	INT MOD	+	=
PERCEPTION		+	WIS MOD	+	=
RIDE		+	DEX MOD	+	=
SENSE MOTIVE		+	WIS MOD	+	=
SPELLCRAFT*		+	INT MOD	+	=
STEALTH		+	DEX MOD	+	=
SWIM		+	STR MOD	+	=

* TRAINED ONLY

E — ARMOR AND WEAPON PROFICIENCIES

- SHIELDS
- LIGHT ARMOR
- MEDIUM ARMOR
- HEAVY ARMOR
- SIMPLE WEAPONS
- MARTIAL WEAPONS

F — CLASS FEATURES

HIT POINTS

	CLASS		CON MOD		MISC		TOTAL
FORTITUDE SAVE		+		+		=	
REFLEX SAVE		+	DEX MOD +		MISC	=	TOTAL
WILL SAVE		+	WIS MOD +		MISC	=	TOTAL
ATTACK BONUS			SKILL RANKS				

G — WEAPONS AND ATTACKS

	IMPROVED INITIATIVE		DEX MOD	=	TOTAL
INITIATIVE		+		=	
MELEE ATTACK	ATTACK BONUS	+	STR MOD	=	TOTAL
RANGED ATTACK	ATTACK BONUS	+	DEX MOD	=	TOTAL

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION

H — ARMOR AND ARMOR CLASS

	ARMOR		SHIELD		DEX MOD		MAGIC			TOTAL
AC		+		+		+		+ 10	=	

I — FEATS

J — EQUIPMENT

EQUIPMENT IS ON THE BACK OF YOUR CHARACTER SHEET

K — SPELLS

SPELLS ARE ON THE BACK OF YOUR CHARACTER SHEET

J EQUIPMENT

	GP	SP	CP

K PREPARED SPELLS

	1ST	2ND	3RD
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC
			SPELL DC

WIZARD'S SPELLBOOK

CANTRIPS: *DETECT MAGIC, MAGE HAND, RAY OF FROST, READ MAGIC*

RESTRICTED SPELLS:

♥ **SPELL ON FRIENDS**   ☠ **SPELL ON ENEMIES**   🌀 **STANDARD MAGIC**

L CHARACTER PORTRAIT

M CHARACTER HISTORY

N MONSTERS KILLED

O MOST DAMAGE DEALT

P NOTES