



CHARACTER SHEET

Garnaut

CHARACTER NAME 1 ALIGNMENT PLAYER
CHARACTER LEVEL Wolf M M DEITY HOMELAND
RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	DR
STR STRENGTH	13	+1					
DEX DEXTERITY	15	+2					
CON CONSTITUTION	15	+2					
INT INTELLIGENCE	2	-8					
WIS WISDOM	12	+1					
CHA CHARISMA	6	-6					

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE = +
MODIFIER TOTAL DEX MODIFIER MISC MODIFIER

AC 12 = 10 + + + + + + 2 + +
ARMOR CLASS TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH **FLAT-FOOTED** MODIFIERS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER MODIFIERS

FORTITUDE = + + + + +
(CONSTITUTION)

REFLEX = + + + + +
(DEXTERITY)

WILL = + + + + +
(WISDOM)

BASE ATTACK BONUS **SPELL RESISTANCE**

CMB = + + + MODIFIERS
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD = + + + + 10
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
BITE			1d6 +trip	x2
TYPE	RANGE	AMMUNITION	DAMAGE	

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SPEED 50 FT. SQ. FT. SQ. TEMP MODIFIERS

BASE SPEED WITH ARMOR

FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. MOD.
<input type="checkbox"/> ACROBATICS	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> APPRAISE	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> BLUFF	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> CLIMB	<u> </u>	=STR	<u> </u>	+ <u> </u>
<input type="checkbox"/> CRAFT	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> CRAFT	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> CRAFT	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> DIPLOMACY	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> DISABLE DEVICE*	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> DISGUISE	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> ESCAPE ARTIST	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> FLY	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> HANDLE ANIMAL*	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> HEAL	<u> </u>	=WIS	<u> </u>	+ <u> </u>
<input type="checkbox"/> INTIMIDATE	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> LINGUISTICS*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> PERCEPTION	<u> </u>	=WIS	<u> </u>	+ <u> </u>
<input type="checkbox"/> PERFORM	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> PERFORM	<u> </u>	=CHA	<u> </u>	+ <u> </u>
<input type="checkbox"/> PROFESSION*	<u> </u>	=WIS	<u> </u>	+ <u> </u>
<input type="checkbox"/> PROFESSION*	<u> </u>	=WIS	<u> </u>	+ <u> </u>
<input type="checkbox"/> RIDE	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> SENSE MOTIVE	<u> </u>	=WIS	<u> </u>	+ <u> </u>
<input type="checkbox"/> SLEIGHT OF HAND*	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> SPELLCRAFT*	<u> </u>	=INT	<u> </u>	+ <u> </u>
<input type="checkbox"/> STEALTH	<u> </u>	=DEX	<u> </u>	+ <u> </u>
<input type="checkbox"/> SURVIVAL	<u> </u>	=WIS	<u> </u>	+ <u> </u>
<input type="checkbox"/> SWIM	<u> </u>	=STR	<u> </u>	+ <u> </u>
<input type="checkbox"/> USE MAGIC DEVICE*	<u> </u>	=CHA	<u> </u>	+ <u> </u>







☒ CLASS SKILL * TRAINED ONLY
CONDITIONAL MODIFIERS:

LANGUAGES:

PATHFINDER RPG CHARACTER SHEET

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

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

MONEY

CP
SP
GP
PP

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL
<p>1. Identify the problem</p> <p>2. Analyze the problem</p> <p>3. Develop a solution</p> <p>4. Implement the solution</p> <p>5. Evaluate the solution</p>	<p>6. Communicate the solution</p> <p>7. Monitor the solution</p> <p>8. Reflect on the solution</p>

SPELLS			
SPELLS KNOWN	SPELL SAVE DC	LEVEL	BONUS SPELLS
<div></div>	<div></div>	0	<div></div>
<div></div>	<div></div>	1ST	<div></div>
<div></div>	<div></div>	2ND	<div></div>
<div></div>	<div></div>	3RD	<div></div>
<div></div>	<div></div>	4TH	<div></div>
<div></div>	<div></div>	5TH	<div></div>
<div></div>	<div></div>	6TH	<div></div>
<div></div>	<div></div>	7TH	<div></div>
<div></div>	<div></div>	8TH	<div></div>
<div></div>	<div></div>	9TH	<div></div>

CONDITIONAL MODIFIERS

[illegible]