



CHARACTER SHEET

CHARACTER NAME		ALIGNMENT	PLAYER	
CHARACTER CLASS AND LEVEL			DEITY	HOMELAND
RACE	SIZE	GENDER	AGE	HEIGHT
				WEIGHT
				HAIR
				EYES

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

HP HIT POINTS	TOTAL	DR
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		

INITIATIVE MODIFIER		=		+		TOTAL

AC ARMOR CLASS		= 10 +		+		+		+		+		+		+		TOTAL

TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS		MODIFIERS
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BASE ATTACK BONUS		SPELL RESISTANCE	
CMB		CMD	

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

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TYPE	RANGE	AMMUNITION	DAMAGE

SPEED LAND	FT.	SQ.	TEMP MODIFIERS
BASE SPEED		WITH ARMOR	
FLY	MANEUVERABILITY	SWIM	BURROW

SKILLS

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

☒ 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	

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

[illegible]