

CHARACTER SHEET

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

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							
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA							
					WOUNDS/CURRENT HP		
					NONLETHAL DAMAGE		
					INITIATIVE MODIFIER		= <input type="text"/> + <input type="text"/>

AC ARMOR CLASS	<input type="text"/>	= 10 +	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	MODIFIERS
	TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						
REFLEX (DEXTERITY)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						
WILL (WISDOM)	<input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>						

BASE ATTACK BONUS	<input type="text"/>	SPELL RESISTANCE	<input type="text"/>
CMB	<input type="text"/>	MODIFIERS	
	TOTAL	=	<input type="text"/> + <input type="text"/> + <input type="text"/>
			BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER
CMD	<input type="text"/>	=	<input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + 10
	TOTAL		BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

SPEED					TEMP MODIFIERS
LAND	FT.	SQ.	FT.	SQ.	
BASE SPEED					
		WITH ARMOR			
FT.		FT.	FT.	FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	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	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

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graph TD; MONEY[MONEY] --- CP[CP]; MONEY --- SP[SP]; MONEY --- GP[GP]; MONEY --- PP[PP]
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[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL
<p>1. Identify the problem</p> <p>2. Analyze the problem</p> <p>3. Generate solutions</p> <p>4. Evaluate solutions</p> <p>5. Implement the solution</p> <p>6. Monitor and evaluate the solution</p>	<p>7. Communicate the solution</p> <p>8. Collaborate with others</p> <p>9. Lead others</p> <p>10. Manage resources</p> <p>11. Evaluate the process</p> <p>12. Improve the process</p>

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

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
1ST	<input type="text"/>
	<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"/>
	<input type="text"/>
3RD	<input type="text"/>
	<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"/>
	<input type="text"/>
5TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
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	<input type="text"/>
6TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
7TH	<input type="text"/>
	<input type="text"/>
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	<input type="text"/>
8TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
9TH	<input type="text"/>
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