

DATHFIND C R	CHARACTER NAME	Alignment	PLAYER			
noleplaying game"/	Character Level		DEITY	Homeland		
CHARACTER SHEET	RACE	SIZE GENDER AGE	HEIGHT WEIGHT	HAIR EYES		
TY NAME SCORE MODIFIER ADJUSTMENT MODIFIER HP	Total	SPEED FT.		TEMP MODI		
TR ENGTH HIT POINTS WOUNDS/CURRI	ENT HP	LAND FT. BASE SPEED	SQ. FT. WITH AR	SQ. MOR		
EX TERITY		FT.	FT. FT.	FT.		
ON O		FLY MANEUVERABILITY SW	TM CLIMB	BURROW		
			SKILLS	LS		
NT LIGENCE NONLETHAL DAY	MAGE	SKILL NAMES	Total Bonus	Daning		
ZIS DOM				Ranks		
HA I INITIAT	WE COLOR	ACROBATICS	=Dex =Int			
RISMA MODIFIER		Appraise	=Сна	.——		
	TOTAL DEX MISC MODIFIER MODIFIER		=STR			
= 10 + + + +	+	Craft	=Int	. —		
TOTAL ARMOR SHIELD DEX SIZE BONUS BONUS MODIFIER MODIFI	NATURAL MISC MODIFIER ARMOR MODIFIER	CRAFT —	=Int			
ICH FLAT-FOOTED ARMOR CLASS	MODIFIERS	□ CRAFT	=Int			
R CLASS ARMOR CLASS		☐ DIPLOMACY	=Сна			
AVITYO THROWS TOTAL SAVE MODIFIER 2nd Class		□ DISABLE DEVICE*	=Dex			
RTITUDE (CONSTITUTION) + +		□Disguise	=Сна	(<u></u>		
REFLEX = + +		☐ ESCAPE ARTIST	=Dex			
(DEXTERITY)		□ F _L Y	=Dex			
(WISDOM) = + +		☐ Handle Animal*	=Сна			
A CE ATTA CH DONING	SPELL	□HEAL	=Wis	·		
BASE ATTACK BONUS	RESISTANCE	□Intimidate	=Сна	·		
CMB = + +	MODIFIERS	= rano medebod (matemati)				
TOTAL BONUS STRENGTH BONUS MODIFIER	SIZE MODIFIER	☐ Knowledge (dungeoneer		·——		
		☐ Knowledge (engineer				
CMD - + +	++ 10	☐ Knowledge (Geograph				
	DEXTERITY SIZE MODIFIER MODIFIER	☐ Knowledge (History)*		· 		
WEAPON	ATTACK BONUS CRITICAL	☐ KNOWLEDGE (LOCAL)*	=Int =Int	· —		
		☐ Knowledge (nature)*				
PE RANGE AMMUNITION	DAMAGE	☐ Knowledge (nobility) ☐ Knowledge (planes)*	=INT	_		
		☐ Knowledge (Planes).				
		☐ LINGUISTICS*	=INT			
WEAPON	ATTACK BONUS CRITICAL		=W1S			
	CKITTONE	□ Perform				
PE RANGE AMMUNITION	DAMAGE	□ Perform				
PE RANGE AMMUNITION	DAMAGE	□ Profession*	=Wis			
		□ Profession*	=Wis	· <u></u>		
WEAPON		□Ride	=Dex	<u> </u>		
WEATON	ATTACK BONUS CRITICAL	☐ Sense Motive	=W1S			
		☐ Sleight of Hand*	=Dex	·		
PE RANGE AMMUNITION	DAMAGE	□ Spellcraft*	=Int	·		
		STEALTH	=Dex			
WEADON		Survival	=W1S			
WEAPON	ATTACK BONUS CRITICAL		=STR			
		Use Magic Device*	=Сна			
PE RANGE AMMUNITION	DAMAGE	☐ Class Skill * Trained Only Conditional Modifie				
WEAPON	ATTACK BONUS CRITICAL					
	CKITCAL	Languages:				
PE RANGE AMMUNITION	DAMAGE					

PATHFINDER RPG CHARACTER SHEET

$\overline{}$	AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES	\prec	S	PELLS		
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	MONEY							/H LL				
CP												
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