



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					WOUNDS/CURRENT HP <div></div>		
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA					NONLETHAL DAMAGE <div></div>		

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

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS 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
TYPE	RANGE	AMMUNITION	DAMAGE		

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

SKILLS	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	

MONEY

CP

SP

GP

PP

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

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]