



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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS TOTAL _____ DR _____

WOUNDS/CURRENT HP _____

NONLETHAL DAMAGE _____

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 _____

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. _____

BASE SPEED _____ WITH ARMOR _____

FLY _____ MANEUVERABILITY _____ SWIM _____ CLIMB _____ BURROW _____

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 (PLANTS)*	_____	=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
<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

DOMAINS/SPECIALTY SCHOOL	
0	<input type="text"/> <input type="text"/> <input type="text"/> <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"/> <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"/> <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"/> <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"/> <input type="text"/> <input type="text"/> <input type="text"/>
5TH	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <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"/> <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"/> <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"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
9TH	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>