

## CHARACTER SHEET

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CHARACTER NAME

## ALIGNMENT

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

<b>AC</b> 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
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
<b>WILL</b> (WISDOM)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	

<b>BASE ATTACK BONUS</b>	<input type="text"/>	<b>SPELL RESISTANCE</b>	<input type="text"/>
<b>CMB</b>	<input type="text"/>	MODIFIERS	
	TOTAL	=	<input type="text"/> + <input type="text"/> + <input type="text"/>
			BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER
<b>CMD</b>	<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
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WEAPON			ATTACK BONUS	CRITICAL
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WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

<b>SPEED</b>					<b>TEMP MODIFIERS</b>
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"/>

MONEY	
CP	
SP	
GP	
PP	

[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

DOMAINS/SPECIALTY SCHOOL	
0	<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"/>
2ND	<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"/>
4TH	<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"/>
6TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
7TH	<input type="text"/>
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	<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"/>
9TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>