



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 | | |
| DEX DEXTERITY | | | | | | | |
| CON CONSTITUTION | | | | | | | |
| INT INTELLIGENCE | | | | | | | |
| WIS WISDOM | | | | | | | |
| CHA CHARISMA | | | | | 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) | <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 **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 | | |
| | | | | | |

| 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 LAND FT. SQ. FT. SQ.
BASE SPEED WITH ARMOR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW FT.

| SKILLS | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|----------------------|--------------|----------------------|------------------------|
| <input type="checkbox"/> ACROBATICS | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> APPRAISE | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> BLUFF | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> CLIMB | <input type="text"/> | =STR | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> CRAFT | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> CRAFT | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> CRAFT | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> DIPLOMACY | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> DISABLE DEVICE* | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> DISGUISE | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> ESCAPE ARTIST | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> FLY | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> HANDLE ANIMAL* | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> HEAL | <input type="text"/> | =WIS | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> INTIMIDATE | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (NATURE)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (PLANES)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> LINGUISTICS* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> PERCEPTION | <input type="text"/> | =WIS | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> PERFORM | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> PERFORM | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> PROFESSION* | <input type="text"/> | =WIS | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> PROFESSION* | <input type="text"/> | =WIS | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> RIDE | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> SENSE MOTIVE | <input type="text"/> | =WIS | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> SLEIGHT OF HAND* | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> SPELLCRAFT* | <input type="text"/> | =INT | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> STEALTH | <input type="text"/> | =DEX | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> SURVIVAL | <input type="text"/> | =WIS | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> SWIM | <input type="text"/> | =STR | <input type="text"/> | + <input type="text"/> |
| <input type="checkbox"/> USE MAGIC DEVICE* | <input type="text"/> | =CHA | <input type="text"/> | + <input type="text"/> |

☒ 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 | 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"/> |
| | <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"/> |
| 9TH | <input type="text"/> |
| | <input type="text"/> |
| | <input type="text"/> |