



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							
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA							

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

AC
ARMOR CLASS

TOTAL = 10 + [] + [] + [] + [] + [] + [] + [] + []

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

TOTAL = [] + [] + [] + []

BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

CMD

TOTAL = [] + [] + [] + [] + 10

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. FT. SQ.

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	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"/>

<p>CONDITIONAL MODIFIERS</p>

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"/>
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	<input type="text"/>
	<input type="text"/>
2ND	<input type="text"/>
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3RD	<input type="text"/>
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4TH	<input type="text"/>
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5TH	<input type="text"/>
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6TH	<input type="text"/>
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7TH	<input type="text"/>
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8TH	<input type="text"/>
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9TH	<input type="text"/>
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