

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 | | |
| | | | | | INITIATIVE MODIFIER | | = <input type="text"/> + <input type="text"/> |

| | | | | | | | | | | | | | | | | |
|--------------------------|----------------------|--------|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|---|----------------------|-----------|
| AC 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 |
|------------------------------------|----------------------|------------------------|------------------------|------------------------|------------------------|------------------------|-----------|
| 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 | <input style="width: 90%;" type="text"/> | SPELL RESISTANCE | <input style="width: 90%;" type="text"/> |
| CMB | <input style="width: 90%;" type="text"/> | <input style="width: 90%;" type="text"/> = <input style="width: 90%;" type="text"/> + <input style="width: 90%;" type="text"/> + <input style="width: 90%;" type="text"/> | |
| | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER |
| | | | SIZE MODIFIER |
| | | <input style="width: 90%;" type="text"/> | |
| | | MODIFIERS | |
| CMD | <input style="width: 90%;" type="text"/> | <input style="width: 90%;" type="text"/> | <input style="width: 90%;" type="text"/> |
| | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER |
| | | <input style="width: 90%;" type="text"/> | DEXTERITY MODIFIER |
| | | <input style="width: 90%;" type="text"/> | SIZE MODIFIER |
| | | | + 10 |

| 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 | | | | | TEMP MODIFIERS |
| 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"/> |
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| | <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"/> |