

## CHARACTER SHEET

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CHARACTER NAME

## ALIGNMENT

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PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

RACE

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SIZE

GENDER

AGE

HEIGHT

WEIGHT

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HAIR

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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 style="width: 80%;" type="text"/>	<b>SPELL RESISTANCE</b>	<input style="width: 80%;" type="text"/>
<b>CMB</b>	<input style="width: 80%;" type="text"/>	= <input style="width: 80%;" type="text"/> + <input style="width: 80%;" type="text"/> + <input style="width: 80%;" type="text"/> + <input style="width: 80%;" type="text"/>	
	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER
		SIZE MODIFIER	MODIFIERS
<b>CMD</b>	<input style="width: 80%;" type="text"/>	= <input style="width: 80%;" type="text"/> + <input style="width: 80%;" type="text"/> + <input style="width: 80%;" type="text"/> + <input style="width: 80%;" 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
TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

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graph TD; MONEY[MONEY] --- CP[CP]; MONEY --- SP[SP]; MONEY --- GP[GP]; MONEY --- PP[PP]
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[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"/>
1ST	<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"/>
3RD	<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"/>
5TH	<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"/>
7TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
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	<input type="text"/>
8TH	<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"/>