

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	[]	SPELL RESISTANCE	[]	
CMB	[]	MODIFIERS		
TOTAL	= [] + [] + []			
	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	
CMD	[]	MODIFIERS		
TOTAL	= [] + [] + [] + [] + 10			
	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

SPEED					TEMP MODIFIERS
LAND	FT.	SQ.	FT.	SQ.	
BASE SPEED					
WITH ARMOR					
	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	

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

[illegible]