



## 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
<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

**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
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

**BASE ATTACK BONUS**

**CMB**

**CMD**

**SPELL RESISTANCE**

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE 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

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"/>
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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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