



## 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					WOUNDS/CURRENT HP		
<b>DEX</b> DEXTERITY							
<b>CON</b> CONSTITUTION							
<b>INT</b> INTELLIGENCE							
<b>WIS</b> WISDOM							
<b>CHA</b> CHARISMA					NONLETHAL DAMAGE		

**AC** ARMOR CLASS  = 10 +  +  +  +  +  +  +  +   
TOTAL 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)	<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"/>	

**BASE ATTACK BONUS**  **SPELL RESISTANCE**

**CMB**  =  +  +  +  MODIFIERS   
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

**CMD**  =  +  +  +  + 10  
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
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WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

**SPEED** LAND  FT.  SQ.  FT.  SQ.   
BASE SPEED WITH ARMOR

FLY  FT.  MANEUVERABILITY  SWIM  FT.  CLIMB  FT.  BURROW  FT.

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> APPRAISE	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> BLUFF	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> CLIMB	<input type="text"/>	=STR	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> DIPLOMACY	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> DISABLE DEVICE*	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> DISGUISE	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> FLY	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL*	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> HEAL	<input type="text"/>	=WIS	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> INTIMIDATE	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> LINGUISTICS*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> PERCEPTION	<input type="text"/>	=WIS	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> RIDE	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> SENSE MOTIVE	<input type="text"/>	=WIS	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND*	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> SPELLCRAFT*	<input type="text"/>	=INT	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> STEALTH	<input type="text"/>	=DEX	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> SURVIVAL	<input type="text"/>	=WIS	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> SWIM	<input type="text"/>	=STR	<input type="text"/>	+ <input type="text"/>
<input type="checkbox"/> USE MAGIC DEVICE*	<input type="text"/>	=CHA	<input type="text"/>	+ <input type="text"/>

☒ 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]