



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					WOUNDS/CURRENT HP 		
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA 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

FORTITUDE (CONSTITUTION) = + + + +

REFLEX (DEXTERITY) = + + + +

WILL (WISDOM) = + + + +

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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SPEED LAND FT. SQ. **TEMP MODIFIERS**

BASE SPEED WITH ARMOR

FLY MANEUVERABILITY SWIM CLIMB BURROW

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
☐ ACROBATICS		=DEX	+	+
☐ APPRAISE		=INT	+	+
☐ BLUFF		=CHA	+	+
☐ CLIMB		=STR	+	+
☐ CRAFT		=INT	+	+
☐ CRAFT		=INT	+	+
☐ CRAFT		=INT	+	+
☐ DIPLOMACY		=CHA	+	+
☐ DISABLE DEVICE*		=DEX	+	+
☐ DISGUISE		=CHA	+	+
☐ ESCAPE ARTIST		=DEX	+	+
☐ FLY		=DEX	+	+
☐ HANDLE ANIMAL*		=CHA	+	+
☐ HEAL		=WIS	+	+
☐ INTIMIDATE		=CHA	+	+
☐ KNOWLEDGE (ARCANA)*		=INT	+	+
☐ KNOWLEDGE (DUNGEONEERING)*		=INT	+	+
☐ KNOWLEDGE (ENGINEERING)*		=INT	+	+
☐ KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
☐ KNOWLEDGE (HISTORY)*		=INT	+	+
☐ KNOWLEDGE (LOCAL)*		=INT	+	+
☐ KNOWLEDGE (NATURE)*		=INT	+	+
☐ KNOWLEDGE (NOBILITY)*		=INT	+	+
☐ KNOWLEDGE (PLANES)*		=INT	+	+
☐ KNOWLEDGE (RELIGION)*		=INT	+	+
☐ LINGUISTICS*		=INT	+	+
☐ PERCEPTION		=WIS	+	+
☐ PERFORM		=CHA	+	+
☐ PERFORM		=CHA	+	+
☐ PROFESSION*		=WIS	+	+
☐ PROFESSION*		=WIS	+	+
☐ RIDE		=DEX	+	+
☐ SENSE MOTIVE		=WIS	+	+
☐ SLEIGHT OF HAND*		=DEX	+	+
☐ SPELLCRAFT*		=INT	+	+
☐ STEALTH		=DEX	+	+
☐ SURVIVAL		=WIS	+	+
☐ SWIM		=STR	+	+
☐ 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
1. Identify the problem 2. Analyze the problem 3. Develop a solution 4. Implement the solution 5. Evaluate the solution	6. Communicate the solution 7. Monitor the solution 8. Reflect on the solution

SPELLS			
SPELLS KNOWN	SPELL SAVE DC	LEVEL	BONUS SPELLS
		0	
		1ST	
		2ND	
		3RD	
		4TH	
		5TH	
		6TH	
		7TH	
		8TH	
		9TH	

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	
1 ST	
2 ND	
3 RD	
4 TH	
5 TH	
6 TH	
7 TH	
8 TH	
9 TH	