

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 		
					INITIATIVE MODIFIER	= +	

AC ARMOR CLASS		= 10 +		+		+		+		+		+		+		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)	= + + + +						
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.		FT. SQ.		TEMP MODIFIERS
	BASE SPEED		WITH ARMOR		
	FT.	FT.	FT.	FT.	
FLY	MANUEVERABILITY	SWIM	CLIMB	BURROW	

SKILLS

Skill Names	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	_____ +	_____ +	_____

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. Define the problem 3. Generate solutions 4. Evaluate solutions 5. Implement solutions 6. Evaluate results	7. Communicate results 8. Reflect on the process 9. Share knowledge 10. Apply knowledge

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	
1ST	
2ND	
3RD	
4TH	
5TH	
6TH	
7TH	
8TH	
9TH	