



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. FT. SQ.
BASE SPEED WITH ARMOR

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

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

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	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	