



CHARACTER SHEET

CHARACTER NAME		ALIGNMENT	PLAYER	
CHARACTER CLASS AND LEVEL		DEITY	HOMELAND	
RACE	SIZE	GENDER	AGE	HEIGHT
				WEIGHT
				HAIR
				EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS	TOTAL	DR
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE MODIFIER		TOTAL

AC ARMOR CLASS	TOTAL	FLAT-FOOTED ARMOR CLASS	MODIFIERS
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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			
CMD			

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION
		DAMAGE

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		DAMAGE

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

[illegible]