



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 DEX MODIFIER MISC MODIFIER

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.

BASE SPEED WITH ARMOR

FLY FT. SWIM FT. CLIMB FT. 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		+	

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