



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)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

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		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

SPEED LAND FT. SQ. FT. SQ.
BASE SPEED WITH ARMOR

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

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> APPRAISE	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CLIMB	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISABLE DEVICE*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> FLY	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HEAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> LINGUISTICS*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERCEPTION	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> RIDE	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SPELLCRAFT*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STEALTH	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SURVIVAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SWIM	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> USE MAGIC DEVICE*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>

☒ 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"/>

```
graph TD; MONEY[MONEY] --- CP[CP]; MONEY --- SP[SP]; MONEY --- GP[GP]; MONEY --- PP[PP]
```

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL
<p>1. Identify the problem</p> <p>2. Define the problem</p> <p>3. Generate ideas</p> <p>4. Evaluate ideas</p> <p>5. Develop a solution</p> <p>6. Implement the solution</p> <p>7. Evaluate the solution</p>	<p>1. Identify the problem</p> <p>2. Define the problem</p> <p>3. Generate ideas</p> <p>4. Evaluate ideas</p> <p>5. Develop a solution</p> <p>6. Implement the solution</p> <p>7. Evaluate the solution</p>

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<div></div>	<div></div>	0	<div></div>	—
<div></div>	<div></div>	1ST	<div></div>	<div></div>
<div></div>	<div></div>	2ND	<div></div>	<div></div>
<div></div>	<div></div>	3RD	<div></div>	<div></div>
<div></div>	<div></div>	4TH	<div></div>	<div></div>
<div></div>	<div></div>	5TH	<div></div>	<div></div>
<div></div>	<div></div>	6TH	<div></div>	<div></div>
<div></div>	<div></div>	7TH	<div></div>	<div></div>
<div></div>	<div></div>	8TH	<div></div>	<div></div>
<div></div>	<div></div>	9TH	<div></div>	<div></div>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
1ST	<input type="text"/>
	<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"/>
	<input type="text"/>
3RD	<input type="text"/>
	<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"/>
	<input type="text"/>
5TH	<input type="text"/>
	<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"/>
	<input type="text"/>
7TH	<input type="text"/>
	<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"/>
	<input type="text"/>
9TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>