

ROLIEPLAY/IIIG_GAITIE"/C	Character Class and	LEVEL	DEITY	НОМ	Homeland	
CHARACTER SHEET	RAGE	Size Gender Age I	Height Weight	HAIR	Eyes	
ABILITY ABILITY TEMP TEMP SCORE MODIFIER ADJUSTMENT MODIFIER	Total	SPEED			TEMP MODI	
HIT POINTS WOUNDS/CURRENT		LAND FT. BASE SPEED	SQ. FT. WITH A	SQ.		
WOUNDS/ CURRENT	Hr					
		FT. FLY MANEUVERABILITY SWIM	FT. FT. CLIMB	FT. BURROW		
		→	SKILLS			
NONLETHAL DAMAG	E		Total	ABILITY	N	
		SKILL NAMES	Bonus		Ranks N	
		☐ Acrobatics	=Dex	+_	+_	
INITIATI	VE = +	□Appraise	=Int	+_	+_	
	TOTAL DEX MISO MODIFIER MODIFIER	Bluff	=Сна	+_	+_	
= 10 + + + + +		☐ CLIMB	$\underline{\hspace{1cm}}$ =STR	+_	+_	
TOTAL ARMOR SHIELD DEX SIZE MODIFIER MO	NATURAL DEFLECTION MISC R ARMOR MODIFIER MODIF	CRAFT —		+_	+_	
	R ARMOR MODIFIER MODIFIE MODIFIE	□ CRAFT ————		+_	+_	
FLAT-FOOTED ARMOR CLASS	MODIFIE	Craft —	_ =Int	+_	+ _	
G THROWS TOTAL BASE ABILITY MAGIC SAVE MODIFIER	MISC TEMPORARY MODIFIES MODIFIES	DIPLOMACY	=Сна		+_	
TTUDE = + + +	ODIFIER MODIFIER	□ Disable Device*	=Dex		+_	
STITUTION)		Disguise	=Сна			
ELEX + + +	+	☐ ESCAPE ARTIST	=DEX		+_	
7101		□FLY	=Dex =Сна		+_	
VISDOM)		☐ Handle Animal*			<u> </u>	
SE ATTACK BONUS	SPELL RESISTANCE	□ Heal	=Wis =Cha		—_ <u>T</u> -	
	MODIFIE	☐ Intimidate	=Int		<u>'</u> -	
CMB = + +	MODIFIE	RS	=INT		<u>'</u> -	
TOTAL BASE ATTACK STRENGTH BONUS MODIFIER	SIZE MODIFIER	☐ KNOWLEDGE (ENGINEERING)*	=Int		<u>'</u> -	
CMD = + +	+ + 10	☐ Knowledge (geography)*	=Int			
TOTAL BASE ATTACK STRENGTH	DEXTERITY SIZE MODIFIER MODIFIER	☐ Knowledge (history)*	=Int	+	·_	
IVEADON		■ KNOWLEDGE (LOCAL)*	=I _{NT}			
WEAPON	TTACK BONUS CRITICA	L ☐ Knowledge (nature)*	=I _{NT}		₊ -	
		☐ Knowledge (nobility)*	=I _{NT}	+	+	
RANGE AMMUNITION	DAMAGE	☐ Knowledge (planes)*	=Int	+	+_	
		☐ Knowledge (religion)*	=I _{NT}	+	+	
		☐ Linguistics*	=Int	+_	+_	
WEAPON	TTACK BONUS CRITICA	L □ Perception	=Wis	+_	+	
		□ Perform	=Сна		+ _	
RANGE AMMUNITION	DAMAGE	□ Perform		+_		
		□ Profession*	=Wis	+_	+	
		□ Profession*	=Wis		+	
WEAPON	TTACK BONUS CRITICA	□ Ride	=Dex		+	
A A	THER BONGS CRITTEN	☐ SENSE MIOTIVE		+_		
	D11/1/05	☐ SLEIGHT OF HAND*		+_		
RANGE AMMUNITION	DAMAGE	□ Spellcraft*		+_		
		☐ STEALTH		+_		
WEAPON		□ Survival		+_		
WEATON	TTACK BONUS CRITICA			+_		
		☐ USE MAGIC DEVICE* ☐ Class Skill * Trained Only	=CHA	+_	+_	
RANGE AMMUNITION	DAMAGE	CONDITIONAL MODIFIERS:				
WEAPON	TTACK BONUS CRITICA					
A A	CREDONUS CRITICA	Languages:				

PATHFINDER RPG CHARACTER SHEET

AC ITEMS	BONUS TYPE CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES						SPELLS					
							SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	
							I I	SAVEDO	0	TERBAI	— —	
									1sт			
									2nd			
									3rd			
TOTALS									4тн			
GEAR		—		FEATS				Щ	5тн			
ITEM	WT.					_	\vdash	\square	6тн	\square		
									7тн 8тн			
							H	H	9тн			
	+						Condition	IAL MODIFIERS				
							Do	OMAINS/	SPECIAL	TY SCHO	OL	
	++						0 □□					
	\square											
	++						1st 🔲					
			SPECI	AL ABILI	TIES							
	\square											
							2010 -					
	++						3 _{RD}					
	\square											
	++						4тн 🔲					
TOTAL WEIGHT							5тн 🔲					
LIGHT LIFT OVER LOAD HEAD												
Medium Lift off Load Ground Heavy Drag or	\blacksquare						6тн 🔲					
Load Push							7 □□					
MONEY							/TH LL	ıUUUL				
CP SP							8тн 🔲					
GP		EXP	ERIENCE I	POINTS	N	EXT LEVEL						
PP							9тн 🔲					