

PATHFINDER

Roleplaying Game - Character Sheet

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

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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER	HP	TOTAL	DR
STR STRENGTH					HIT POINTS		
DEX DEXTERITY					WOUNDS/CURRENT HP		
CON CONSTITUTION							
INT INTELLIGENCE					NONLETHAL DAMAGE		
WIS WISDOM							
CHA CHARISMA					INITIATIVE 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	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	SIZE MODIFIER	TEMPORARY MODIFIER	MODIFIERS	
FORTITUDE (CONSTITUTION)		=		+		+		
REFLEX (DEXTERITY)		=		+		+		
WILL (WISDOM)		=		+		+		

BASE ATTACK BONUS		SPELL RESISTANCE	
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CMB		=		+		+		MODIFIER
	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.	TEMP MODIFIERS
	FLY	FT. MANEUVERABILITY	SWIM (FT.)	CLIMB (FT.)	BURROW (FT.)	

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	+	+

CONDITIONAL MODIFIERS: ③ CLASS SKILL *TRAINED ONLY

LANGUAGES

