

TYPE

RANGE

N ROLEPLAYING GAME"	Character Level		Deity Homeland				
CHARACTER SHEET							
	RACE	Size Gender Age	Height Weight	Hair	Eyes		
NAME ABILITY ABILITY TEMP TEMP MODIFIER MODIFIER TOTAL	DR	SPEED LAND FT.	SQ. FT.	sq.	TEMP MODIF		
GTH WOUNDS/CURRENT HP		BASE SPEED	WITH ARI				
		FT.	FT. FT.	FT.			
		FLY MANEUVERABILITY SW		BURROW			
			SKILLS				
GENCE NONLETHAL DAMAGE		Skill Names	Total Bonus	Ability Mod. Ra	M NKS M		
			=Dex				
			=	+	+		
		☐ Appraise		+			
	TOTAL DEX MISC MODIFIER MODIFIE		=STR	' +	' +		
$C_{\text{class}} = 10 + + + + + + + + + + + + + + + + + + $	+ +	] □Climb □Craft	=INT	+	,		
TOTAL ARMOR SHIELD DEX SIZE NA Bonus Bonus Modifier Modifier Ar	TURAL DEFLECTION MISC	$\Box_{CRAFT}$ — $\Box_{CRAFT}$ — $\Box_{CRAFT}$ — $\Box_{CRAFT}$ — $\Box_{CRAFT}$		+			
CH FLAT-FOOTED	MODIFIERS	$\Box CRAFT$		+			
CLASS ARMOR CLASS			=Сна	+	+ _		
VING THROWS TOTAL BASE ABILITY MAGIC MISC SAVE MODIFIER MODIFIER MODIFIER	MODIFIER MODIFIERS	$\Box$ DISABLE DEVICE*	=Dex	+	+		
CONSTITUTION = + + +	+		=Сна	+	+		
		ESCAPE ARTIST	=Dex	+	+_		
		□ Fly	=Dex	+	+_		
$\underbrace{\textbf{WISDOM}}_{(\text{WISDOM})} = + + + +$	+	□ Handle Animal*	=Сна		+		
		- Heal	=Wis	+	+		
ASE ATTACK BONUS	STANCE	□ Intimidate	=Сна	+	+_		
<b>CMB</b> = + +	MODIFIERS	☐ Knowledge (arcana)*	=Int	+	+		
TOTAL BASE ATTACK STRENGTH SIZE MODIFIE MODIFIE		🗆 KNOWLEDGE (DUNGEONEER		+	+		
		□ Knowledge (engineer:	ING)*=INT	+	+_		
CMD = + +	+ + 10	□ Knowledge (geograph	Y)*=INT _	+_	+		
TOTAL BASE ATTACK STRENGTH DEXTERI Bonus Modifier Modifie	TY SIZE Er modifier	□ Knowledge (history)*	=Int	+_	+_		
WEAPON	KBONUS CRITICAL	□ Knowledge (local)*	=INT .	+_	+		
		□ Knowledge (nature)*	=Int	+	+		
E RANGE AMMUNITION	DAMAGE	□ KNOWLEDGE (NOBILITY)		+	+		
E RANGE AMMUNITION	DAMAGE	□ Knowledge (planes)*	=Int	+			
		$ \Box Knowledge (religion) $		+	+		
WEAPON		□ Linguistics*	=INT =WIS	+ _+	+		
<b>WEATON</b> ATTACI	K BONUS CRITICAL	Perception					
		Perform Perform					
E RANGE AMMUNITION	DAMAGE	□ Profession*		+			
		PROFESSION*		+			
		$\Box$ Ride		+			
WEAPON ATTACK	KBONUS CRITICAL	□ Sense Motive	=WIS				
		□ Sleight of Hand*	=Dex				
E RANGE AMMUNITION	DAMAGE	□ Spellcraft*		+			
		□ Stealth		+			
		□ SURVIVAL	=WIS				
WEAPON ATTACK	KBONUS CRITICAL		=STR				
		□ Use Magic Device*	=Сна				
E RANGE AMMUNITION	DAMAGE	Class Skill * Trained Only					
E RANGE AMMUNITION		Conditional Modifier	RS:				

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AMMUNITION

DAMAGE

## PATHFINDER RPG CHARACTER SHEET

AC ITEMS	BONUS	TYPE CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES			PROPERTIES	SPELLS					
							SPELLS Known	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
								SAVEDC	0		—
									1sт		
									2nd		
									3rd		
TOTALS									4тн		
GEAR				FEATS					5тн		
ITEM	WT.			TLAIS					бтн		
	+	<u>.</u>							7тн		
									8тн		
									9тн		
						1	Conditio	onal Modifie	RS		
	+					Y	D	omains.	/SPECIAL	ТҮ ЅСНО	OL
						n					
			SPECI	ALABILI	ITIES						
	+					i					
		-									
							0				
	+										
							0				
							4тн 🔲				
TOTAL WEIGHT							5тн 🗆				
Light Lift Over Load Head											
Medium Lift off Load Ground							6тн				
Heavy Drag or Load Push											
MONEY							7тн 🗆				
СР	-						2 <u></u>				
SP							8тн				
GP PP		EXP	ERIENCE	POINTS	N	EXT LEVEL	9тн 🔲 🗆				