



RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES
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SKILLS

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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	_____	_____

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 □□□□□□□□

1st □□□□□□□□

2ND □□□□□□□□

3RD □□□□□□□□

4TH □□□□□□□□

5TH □□□□□□□□

6TH □□□□□□□□

7TH □□□□□□□□

8TH □□□□□□□□

9TH □□□□□□□□
