

# PATHFINDER

ROLEPLAYING GAME

## CHARACTER SHEET

CHARACTER NAME \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CHARACTER LEVEL \_\_\_\_\_ DENT? \_\_\_\_\_ HOMETOWN \_\_\_\_\_  
 RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIED	TYPE ACQUISITION	TYPE MODIFIED
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP** (HEALTH POINTS) TOTAL  DR   
 (YOU CAN ONLY HEAL UP TO YOUR DR)

NONWEAPON DAMAGE

INITIATIVE  +  +   
 TOTAL  DR  MOD

**SPEED** (FOOT)     
 (SPEED IS LIMITED BY STR AND DEX)

**AC** (ARMOR CLASS)  = 10 +  +  +  +  +  +  +  +   
 TOTAL  AD MOD  BE MOD  DR MOD  NON MOD  NATURAL AD MOD  DR MOD  MOD MOD

**TOUCH** (ARMOR CLASS)  **FLAT-FOOTED** (ARMOR CLASS)

SWINGTHROWS	TOTAL	BASE	STR	DEX	CON	TEMPORARY
<b>FORTITUDE</b> (CORE STAT)						
<b>REFLEX</b> (CORE STAT)						
<b>WILL</b> (CORE STAT)						

**BASE ATTACK BONUS**  **SPELL RESISTANCE**

**CMB**  =  +  +  +

**CMD**  =  +  +  +  + 10

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	ACQUISITION	DAMAGE

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### SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD	RANK	MAX MOD
<input type="checkbox"/> ACROBATICS		-DEX	+	+
<input type="checkbox"/> APPRAISE		-INT	+	+
<input type="checkbox"/> BLOFF		-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 (DUNGEON MATH)*		-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	+	+

CLASS SKILL \* DUNGEON ONLY

CONDITIONAL MODIFIERS:  
 \_\_\_\_\_  
 \_\_\_\_\_

LANGUAGES:  
 \_\_\_\_\_  
 \_\_\_\_\_

