

DATHKINDER	Character Name		Align	IMENT	Player			
ROLEPLAYING GAMEZO	Character Level		1				HOMELAND	
CHARACTER SHEET	RACE	Size	Gender	AGE	Неібнт	WEIGHT	Hair	Eyes
ABILITY ABILITY TEMP TEMP SCORE MODIFIER ADJUSTMENT MODIFIER HIT POINTS HIT POINTS	DR DR	SPEE	D	FT.	sq.	FT.	SQ.	TEMP MODIFIER
RENGTH WOUNDS/CURRENT HP				ASE SPEED		WITH ARA		' 1
DEX EXTERITY			FT.		FT.	FT.	FT.	
ON		FLY	MANEUVERABILIT	Y SWIM		LIMB	BURROW	
NT NONLETHAL DAMAGE		SKI						
ELLIGENCE		SKILL N	NAMES		Total Bonu		Ability Mod.	RANKS MOD
WIS ISDOM		⊐ _ □Acroe	BATICS			_=Dex	+	+
HA INITIATIVE	= +	□APPRA				_=Int	+	+
	TOTAL DEX MISC MODIFIER MODIFIER	_ ER □BLUFF				_ =Сна _	+.	+
AC RCLASS + + + +	+ + +	¬ □Сымв				_ =STR	+.	+
	IATURAL DEFLECTION MISC ARMOR MODIFIER MODIFIE						+.	+
	MODIFIER MODIFIER	_ □ CRAFT					<u>†</u> .	<u>+</u>
FLAT-FOOTED ARMOR CLASS		_ □ Craft				_ =Int _		+_
AVING THROWS TOTAL BASE ABILITY MAGIC MISC SAVE MODIFIER MODIFIER MODIFIER MODIFIER	TEMPORARY MODIFIER					_ =Сна _	† .	+_
PRTITUDE + + + +]_		le Device*		-	_ =Dex _ =Сна	+ .	+_
(CONSTITUTION)		□Disgu				_ =Сна _ =Dex	<u>_</u>	+ +
REFLEX + + + +		☐ ESCAPI	E ARTIST			_ =DEX _		+ +
WILL + + +]+[le Animal*			Dex - =Сна		
(WISDOM)		□ HEAL	LE ANIMAL*	•		- Wis		·
ASE ATTACK BONUS RES	SPELL ISTANCE	□INTIMI	IDATE			Сна - Сна		—— <u> </u>
	MODIFIER		LEDGE (ARC	*(ANA)		=Int	— ·	+
CMB + + +		I	LEDGE (DUNG	,	NG)*	=Int	+	+
TOTAL BASE ATTACK STRENGTH SIZ BONUS MODIFIER MODII	E FIER		LEDGE (ENG			=Int	+	
CMD = + + +	+ 10		LEDGE (GEC			=I _{NT}	+	+
TOTAL BASE ATTACK STRENGTH DEXTE BONUS MODIFIER MODIF	RITY SIZE FIER MODIFIER		LEDGE (HIST		´	=Int	+	+
WEADON	av noviva entre i	□ Know	LEDGE (LOC	CAL)*		_=Int	+	+
ALIA	CK BONUS CRITICAL	□ K _{NOW}	LEDGE (NAT	ure)*		_=Int	+	+
		□ Know	LEDGE (NO	*(YTILIE		_=Int	+	+
E RANGE AMMUNITION	DAMAGE	□ Know:	LEDGE (PLA	NES)*		_=Int	+	+
			LEDGE (REL	igion)*		$_{-}$ =InT	+.	+
WELDON		□Lingu				_ =Int	+	+
WEAPON ATTAC	CK BONUS CRITICAL					_ =Wis _	+	+_
			RM					+
E RANGE AMMUNITION	DAMAGE	☐ Perfo	RM			_ =Cha _	† .	+_
								+_
			SSION*					+_
WEAPON	CK BONUS CRITICAI	□ Ride □ Sense	Mozur					+
		☐ DENSE		*				
E RANGE AMMUNITION	DAMAGE	■ SLEIGH	HT OF HAND	,				+
		□ STEALT						+ +
								+
WEAPON	CK BONUS CRITICAI							<u>'</u>
ATTAC	SK-DONGS CRITICAL		AGIC DEVIC	TE*				
			KILL * TRAINE			_	· .	— · —
PE RANGE AMMUNITION	DAMAGE	Condit	TIONAL MC	DIFIERS	S:			
WEAPON ATTAC	CK BONUS CRITICAI							
	DIVICE	Langua	AGES:					
PE RANGE AMMUNITION	DAMAGE							

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	
									0		_	
									1sт			
									2nd			
									3rd			
TOTALS									4тн			
GEAR				FEATS					5тн			
ITEM	WT.								6тн 7тн			
									8тн	\vdash		
									9тн	H	П	
							Conditio	NAL MODIFIER	s			
							DO	OMAINS/	SPECIAL	TY SCHO	OL	
							0					
							1sr					
		—	SPECI	AL ABIL	ITIES							
							2ND 🗆					
							3rd					
		-										
		-					4тн 🔲 🗆					
TOTAL WEIGHT							5тн 🔲					
LIGHT LIFT OVER HEAD												
MEDIUM LIFT OFF LOAD GROUND							6тн 🔲					
Heavy Drag or Load Push												
MONEY							/TH LIL		الالا			
CP SP							8тн 🔲					
GP		EXP	ERIENCE I	POINTS	N	EXT LEVEL						
PP							9тн 🔲					