



EYES

WEAPON			ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE	

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	+ _____	+ _____

LANGUAGES:

PATHFINDER RPG CHARACTER SHEET

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

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graph TD; MONEY[MONEY] --- CP[CP]; MONEY --- SP[SP]; MONEY --- GP[GP]; MONEY --- PP[PP]
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[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL
<p>1. Identify the problem</p> <p>2. Define the problem</p> <p>3. Generate ideas</p> <p>4. Evaluate ideas</p> <p>5. Develop a solution</p> <p>6. Implement the solution</p> <p>7. Evaluate the solution</p>	<p>1. Identify the problem</p> <p>2. Define the problem</p> <p>3. Generate ideas</p> <p>4. Evaluate ideas</p> <p>5. Develop a solution</p> <p>6. Implement the solution</p> <p>7. Evaluate the solution</p>

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<div></div>	<div></div>	0	<div></div>	—
<div></div>	<div></div>	1ST	<div></div>	<div></div>
<div></div>	<div></div>	2ND	<div></div>	<div></div>
<div></div>	<div></div>	3RD	<div></div>	<div></div>
<div></div>	<div></div>	4TH	<div></div>	<div></div>
<div></div>	<div></div>	5TH	<div></div>	<div></div>
<div></div>	<div></div>	6TH	<div></div>	<div></div>
<div></div>	<div></div>	7TH	<div></div>	<div></div>
<div></div>	<div></div>	8TH	<div></div>	<div></div>
<div></div>	<div></div>	9TH	<div></div>	<div></div>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
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	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
1ST	<input type="text"/>
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3RD	<input type="text"/>
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4TH	<input type="text"/>
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5TH	<input type="text"/>
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6TH	<input type="text"/>
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7TH	<input type="text"/>
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8TH	<input type="text"/>
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9TH	<input type="text"/>
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