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EYES

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	

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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

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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1 <sup>ST</sup>	<input type="text"/>
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2 <sup>ND</sup>	<input type="text"/>
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4 <sup>TH</sup>	<input type="text"/>
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9 <sup>TH</sup>	<input type="text"/>
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