



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 hypotheses</p> <p>4. Test hypotheses</p> <p>5. Evaluate results</p> <p>6. Communicate findings</p>	<p>7. Develop a solution</p> <p>8. Implement the solution</p> <p>9. Monitor and evaluate the solution</p> <p>10. Communicate 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"/>
	<input type="text"/>
1ST	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
2ND	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
3RD	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
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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