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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	_____	_____

### CONDITIONAL MODIFIERS:

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"/>

MONEY	
CP	
SP	
GP	
PP	

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<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"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
1ST	<input type="text"/>
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	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
2ND	<input type="text"/>
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	<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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	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
	<input type="text"/>
9TH	<input type="text"/>
	<input type="text"/>
	<input type="text"/>