



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	_____	_____

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"/>

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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	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"/>	2ND	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>

CONDITIONAL MODIFIERS

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