



PLAYER

HOMELAND

EYES

SPEED LAND	<div>FT.</div> <div>SQ.</div>		<div>FT.</div> <div>SQ.</div>		TEMP MODIFIERS
	BASE SPEED		WITH ARMOR		
<div>FT.</div> <div>FLY</div>	<div>FT.</div> <div>MANEUVERABILITY</div>	<div>FT.</div> <div>SWIM</div>	<div>FT.</div> <div>CLIMB</div>	<div>FT.</div> <div>BURROW</div>	

SKILLS

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	_____ +	_____ +	_____

☒ CLASS SKILL * TRAINED ONLY







CONDITIONAL MODIFIERS:

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	

MONEY

CP
SP
GP
PP

[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	BONUS SPELLS
<div></div>	<div></div>	0	—
<div></div>	<div></div>	1ST	<div></div>
<div></div>	<div></div>	2ND	<div></div>
<div></div>	<div></div>	3RD	<div></div>
<div></div>	<div></div>	4TH	<div></div>
<div></div>	<div></div>	5TH	<div></div>
<div></div>	<div></div>	6TH	<div></div>
<div></div>	<div></div>	7TH	<div></div>
<div></div>	<div></div>	8TH	<div></div>
<div></div>	<div></div>	9TH	<div></div>

CONDITIONAL MODIFIERS

[illegible]