



PLAYER

HOMELAND

EYES

SPEED LAND	<input type="text"/> FT. <input type="text"/> SQ.		<input type="text"/> FT. <input type="text"/> SQ.		TEMP MODIFIERS <input type="text"/>
	BASE SPEED		WITH ARMOR		
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	
FLY MANEUVERABILITY	SWIM	CLIMB	BURROW		

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	<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>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>

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	
0	<input type="text"/>
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	<input type="text"/>
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1ST	<input type="text"/>
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	<input type="text"/>
2ND	<input type="text"/>
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3RD	<input type="text"/>
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4TH	<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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