



PLAYER

HOMELAND

EYES

SPEED LAND					TEMP MODIFIERS
	FT.	SQ.	FT.	SQ.	
BASE SPEED			WITH ARMOR		
FT.	FT.	FT.	FT.	FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

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	_____ +	_____ +	_____

□ LINGUISTICS*	_____	=WIS	_____	+	_____	+	_____
□ PERCEPTION	_____	=WIS	_____	+	_____	+	_____
□ PERFORM	_____	=CHA	_____	+	_____	+	_____
□ PERFORM	_____	=CHA	_____	+	_____	+	_____
□ PROFESSION*	_____	=WIS	_____	+	_____	+	_____
□ 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	_____	+	_____	+	_____
<input checked="" type="checkbox"/> 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"/>

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

[illegible]