CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER | PLAYER

RACE & LA | SIZE | GENDER | HEIGHT | WEIGHT | HAIR | EYES | SKIN

AGE | ALIGNMENT | DEITY | HOMELAND & BACKGROUND OCCUPATION

LANGUAGES:

PATHFINDER ROLEPLAYING GAME

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	0	-5				
DEX	0	-5				
CON	0	-5				
INT	0	-5				
WIS	0	-5				
CHA	0	-5				

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	0	FAVORED CLASS	TOTALS	0	0	0	0	0	0	0

CLASS RECORDER

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	5	= 10 +	0	0	-5						
TOUCH	5	= 10 +			-5						
FLAT-FOOT	5	= 10 +	0	0	-5						

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: --

SPELL FAILURE: 0%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	-5	0	-5			
REF	-5	0	-5			
WILL	-5	0	-5			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	-5	0		-5		
RANGED ATTACK MODIFIER	-5	0		-5		
CMB	-5	0	STR	-5		
CMD	0	= 10 + BAB 0	DODGE & DEFLECT	STR & DEX -10		

SKILLS

CLEAR SKILLS

RANKS TOTAL: 0

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ❑ Acrobatics ◆	DEX	-5		-5		
☆ ❑ Appraise	INT	-5		-5		
☆ ❑ Bluff	CHA	-5		-5		
☆ ❑ Climb ◆	STR	-5		-5		
☆ ❑ Craft:	INT	-5		-5		
☆ ❑ Diplomacy	CHA	-5		-5		
❑ Disable Device ◆	DEX			-5		
☆ ❑ Disguise	CHA	-5		-5		
☆ ❑ Escape Artist ◆	DEX	-5		-5		
☆ ❑ Fly ◆	DEX	-5		-5		
❑ Handle Animal	CHA			-5		
☆ ❑ Heal	WIS	-5		-5		
☆ ❑ Intimidate	CHA	-5		-5		
❑ Kn:	INT			-5		
❑ Kn:	INT			-5		
❑ Kn:	INT			-5		
❑ Kn:	INT			-5		
❑ Kn:	INT			-5		
❑ Kn:	INT			-5		
❑ Linguistics	INT			-5		
☆ ❑ Perception	WIS	-5		-5		
☆ ❑ Perform:	CHA	-5		-5		
❑ Prof:	WIS			-5		
☆ ❑ Ride ◆	DEX	-5		-5		
☆ ❑ Sense Motive	WIS	-5		-5		
❑ Sleight of Hand ◆	DEX			-5		
❑ Spellcraft	INT			-5		
☆ ❑ Stealth ◆	DEX	-5		-5		
☆ ❑ Survival	WIS	-5		-5		
☆ ❑ Swim ◆	STR	-5		-5		
❑ Use Magic Device	CHA			-5		
❑	STR					
❑	STR					
❑	STR					
❑	STR					
❑	STR					
❑	STR					

MARK A ❑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
☆ SKILL CAN BE USED UNTRAINED ◆ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

EXPERIENCE

SLOW ❑ MEDIUM ☑ FAST ❑

/

		BASE	FLY	SWIM	CLIMB	MISC
SPEED						

INIT -5 = -5 (DEX MOD) + (MISC MOD)

HERO

SR | DR

RESISTANCES

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR							
SHIELD							

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	0.0		0.0

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
0	0	0	N	0	0	0
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ❑ HEAVY ❑

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SPELLS PER DAY

CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 | MEDIUM: 100FT + 10FT / LVL 100 | LONG: 400FT + 40FT / LVL 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 | MEDIUM: 100FT + 10FT / LVL 100 | LONG: 400FT + 40FT / LVL 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

CLEAR GROUP

CLEAR GROUP

CLEAR GROUP

CLEAR GROUP

CLEAR GROUP

CLEAR GROUP

CLEAR GROUP

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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE