CLEAR CHARACTER INFO

RESET CHARACTER SHEET

Pathfinder Roleplaying Game

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

CHARACTER	RACE & LA	SIZE	GENDER	PLAYER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Esma	human	medium	female		5' 8"	110	brown & gold	green	olive

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND	OCCUPATION
26	CG	Desna	Varisia	

LANGUAGES: common

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	20	5	20			
CON	12	1	12			
INT	10	0	10			
WIS	16	3	16			
CHA	10	0	10			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 38

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 38

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Warpriest	33	5	3	15	5	4	1	4	5
FAVORED CLASS									
TOTALS			3	15	5	4	1	4	5

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	=10+	4	1	5						
TOUCH	15	=10+			5						
FLAT-FOOT	15	=10+	4	1	0						

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: 5

SPELL FAILURE: 20%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	4	1			
REF	6	1	5			
WILL	7	4	3			

Blinkback Belt:
:starknife immediately returns after hit/miss

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	3	3			0		
RANGED ATTACK MODIFIER	8	3			5		
CMB	3	3	STR		0		
CMD	18	=10+	BAB 3	DODGE & DEFLECT 0	STR & DEX 5		

*** SACRED WEAPON *** starknife dmg = 1d8
+1 enhance, rds/day = lvl (5), swift act:
defending, flaming, frost, keen, shock, vicious or +1

SKILLS

CLEAR SKILLS

RANKS TOTAL: 15

		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ☑ Acrobatics ♦	DEX	14	5	5	3	1
* ☐ Appraise	INT	0		0		
* ☐ Bluff	CHA	0		0		
* ☑ Climb ♦	STR	5	2	0	3	
* ☑ Craft:	INT	0		0		
* ☑ Diplomacy	CHA	0		0		
☐ Disable Device ♦	DEX			5		
* ☐ Disguise	CHA	0		0		
* ☐ Escape Artist ♦	DEX	5		5		
* ☐ Fly ♦	DEX	5		5		
☑ Handle Animal	CHA			0		
* ☑ Heal	WIS	7	1	3	3	
* ☑ Intimidate	CHA	0		0		
☑ Kn: Engineering	INT			0		
☑ Kn: Religion	INT	6	3	0	3	
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Linguistics	INT			0		
* ☐ Perception	WIS	3		3		
* ☐ Perform:	CHA	0		0		
☑ Prof: Fisherman	WIS	7	1	3	3	
* ☑ Ride ♦	DEX	5		5		
* ☑ Sense Motive	WIS	7	1	3	3	
☐ Sleight of Hand ♦	DEX			5		
☑ Spellcraft	INT			0		
* ☐ Stealth ♦	DEX	5		5		
* ☑ Survival	WIS	7	1	3	3	
* ☑ Swim ♦	STR	4	1	0	3	
☐ Use Magic Device	CHA			0		
☐	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

* TRAITS *: Reckless: acrobatics +1 & class skill

Strong Arm Supple Wrist: move 10' then + 10' to range increment of thrown weapons

Thrill Seeker (Desna): 1/day roll acrobatics 2x and take best

DRAWBACK: Provincial: -2 diplomacy and sense movtive vs diff alignments

*** BLESSINGS *** 3 + half level / day (5) - std act

Good: Holy Strike: 1 min align weapon good, 1d6 v Evil

Luck: Lucky Presence: touch ally, roll twice take better - ability check, attack roll, saving throw, or skill check

*** FERVOR *** (half level + WIS times / day (5))
- 2d6 heal touch, std act (swift on self);
- cast 1 spell on only self as swift action

CHANNEL ENERGY std act, 2 fervor points, 2d6
30' rad, DC = 10+halfLvl+WIS (15) Will save for half dmg

********** FEATS **********

Weapon Focus (Starknife): +1 atk

Weapon Finesse: dex to melee atk w/ light & finesse weapons

Starry Grace: dex to damage w/ starknife

Point-Blank Shot: +1 ranged atk & dmg w/in 30'

Precise Shot: no penalty for ranged atks into melee

Startoss Style: +2 to dmg w/ starknife (swift)

EXPERIENCE
SLOW ☐ MEDIUM ☑ FAST ☐

/

	BASE	FLY	SWIM	CLIMB	MISC
SPEED 30	30				

INIT 6 = 5 (DEX MOD) + 1 (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	studded leather +1	4	5	0	15	light	20.0
SHIELD	mwk buckler	1		0	5		5.0

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
+1 starknife	+10 melee or ranged (+1 w/in 30')	1d8+6 (+1 w/in 30') +2 w/ style	x3	20	P	3.0	30' range if move 10' 1st - 3lbs ea.

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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
	** Esma drops her backpack at the beginning of combat **		31.0	
2	Backpack		2.0	
1	Belt Pouch		0.5	
	Candles			
1	Flint and Steel			
.2	Mess Kit		1.0	
10	Silk Rope		5.0	
1	Waterskin		4.0	
	Trail Rations			
	Chalk			
	Soap		0.5	
.5	Fisherman's Kit		3.0	
.5	Blanket		3.0	
	Healer's Kit			
1	Grappling Hook		4.0	
.8	Iron Pot		4.0	
.1	Bedroll		5.0	
	Harrow Deck			

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Cracked Dusty Rose Prism Ioun Stone: +1 initiative			

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

SLOT	ITEM
BELT:	Blinkback 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	90		
GOLD	6		
SILVER			
COPPER			

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
28.0	1.9	0.0		29.9

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115	N	115	230	575
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD: LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLEAR

CLASS: Warpriest | LEVEL: 5

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
13	0	4	4			
14	1st	5	4	1		
15	2nd	3	2	1		
	3rd			1		
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 35 | MEDIUM: 100FT + 10FT / LVL: 150 | LONG: 400FT + 40FT / LVL: 600

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
0			Light						
0			Guidance						
0			Read Magic						
0			Detect Magic						
1			Bless						
1			Divine Favor						
1			Shield of Faith						
1			Entropic Shield						
1			Protection from Evil						
2			Bear's Endurance						
2			Resist Energy						
2			Weapon of Awe						

CLEAR GROUP

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