CLEAR PLAYER INFORMATION

CHARACTER	PLAYER			
Darvin	Royce Zilkey			
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Human	Medium	Male		
AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION	
	CG			

LANGUAGES: Common,

NECEROS.COM 1.1.2

RESET CHARACTER SHEET

PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	10	0	10			
DEX DEXTERITY	17	+3	17			
CON CONSTITUTION	12	+1	12			
INT INTELLIGENCE	15	+2	15			
WIS WISDOM	12	+1	12			
CHA CHARISMA	10	0	10			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
	12	d10	fighter	1	5	2	0	0	1
TEMPORARY HP									
TOTAL HP	12	FAVORED CLASS: *fighter*		TOTALS	+1	5	+2	0	0	1

MISCELLANIOUS TRACKING

CLASS RECORDER

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	20	=10+	+4	+2	+3		+1				
TOUCH ARMOR CLASS	14	=10+			+3		+1				
FLAT-FOOT ARMOR CLASS	14	=10+	+4	+2							

ARMOR PENALTY: -3 | MAX DEX: +4 | SPELL FAILURE: 0%

COMBAT NOTES & MODIFIERS — CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+3	+2	+1		
REF REFLEX	+3	0	+3		
WILL WILLPOWER	+1	0	+1		

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	+1	+1	0		
RANGED ATTACK MODIFIER	+4	+1	+3		
CMB TO ATTACK	+1	+1	0	0	
CMD TO DEFEND	+14	=10+ +1 DEX +3 STR	0	0	

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Weapon Finesse

Dodge (+1 dodge bonus)

Shield Focus (+1 bonus to shield)

SKILLS

CLEAR SKILLS — 5 RANKS — ARMOR PENALTY -3

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
☐ Acrobatics ♦	DEX	1	1	3	0		
☐ Appraise	INT	2	0	2	0		
☐ Bluff	CHA	0	0	0	0		
☑ Climb ♦	STR	1	1	0	3		
☑ Craft:	INT	2	0	2	0		
☑ Craft:	INT	2	0	2	0		
☐ Diplomacy	CHA	0	0	0	0		
☐ Disable Device ♦	DEX	--	0	3	0		
☐ Disguise	CHA	0	0	0	0		
☐ Escape Artist ♦	DEX	0	0	3	0		
☐ Fly ♦	DEX	0	0	3	0		
☑ Handle Animal	CHA	--	0	0	0		
☐ Heal	WIS	1	0	1	0		
☑ Intimidate	CHA	4	1	0	3		
☑ Kn: *engineering*	INT	--	0	2	0		
☑ Kn: *dungeoneering*	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☐ Kn:	INT	--	0	2	0		
☐ Linguistics	INT	--	0	2	0		
☐ Perception	WIS	1	0	1	0		
☐ Perform	CHA	0	0	0	0		
☑ Profession: *militia*	WIS	5	1	1	3		
☑ Ride ♦	DEX	0	0	3	0		
☐ Sense Motive	WIS	1	0	1	0		
☐ Sleight of Hand ♦	DEX	--	0	3	0		
☐ Spellcraft	INT	--	0	2	0		
☐ Stealth ♦	DEX	1	1	3	0		
☑ Survival	WIS	1	0	1	0		
☑ Swim ♦	STR	-3	0	0	0		
☐ Use Magic Device	CHA	--	0	0	0		
☐	CHA	0	0	0	0		
☐	CHA	0	0	0	0		
☐	CHA	0	0	0	0		

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ♦ ARE APPLIED ARMOR CHECK PENALTIES

CLEAR EXPERIENCE

EXPERIENCE / 500

SLOW ☐ MEDIUM ☐ FAST ☑

INIT INITIATIVE	3

SPEED	FLY	SWIM	CLIMB	
30		7.5	7.5	

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor Chain Shirt		4	4	-2				
Shield Buckler		2		-1				

PROFICIENCIES

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Rapier		+4							d6	18-20	-		P	
Dagger		+4							d4	19-20	10'		P/S	
Lt Crossbow		+4							d8	19-20	80'		P	
Javelin		+4							d6	20	30'		P	

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT
		Gas bag	
		Rope	
		TOTAL WEIGHT	*0*

MAGIC ITEMS

CLEAR

⌘	ITEM	USES & CHARGES

WORN EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
RING	
RING	
WAIST	
FEET	

SPECIAL ABILITIES

CLEAR

NAME	USES/DAY

LOADS & LIFT

CLEAR

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

WEALTH

CLEAR

CURRENCY	TREASURE
P	
G	
S	
C	
OTHER	

BAGS & CONTAINERS

CLEAR

⌘	CONTAINER	VOLUME	WEIGHT

NOTES

CLEAR

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ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0			WIS		
	1st			1		
	2nd			0		
	3rd			0		
	4th			0		
	5th			0		
	6th			0		
	7th			0		
	8th			0		
	9th			0		

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY	TOTAL
STR STRENGTH	
DEX DEXTERITY	
CON CONSTITUTION	
INT INTELLIGENCE	
WIS WISDOM	
CHA CHARISMA	

DEFENSES	TOTAL
AC ARMOR CLASS	
FORT FORTITUDE	
REF REFLEX	
WILL WILLPOWER	
SPD SPEED	
CMB MODIFIER	
CMD MODIFIER	

	TOTAL
HP HIT POINTS	

ATTACK	ATTACK BONUSES: 1ST	2ND	3RD	4TH	DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG

CLEAR GROUP

CLEAR

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