NECEROS.COM
BETA 1.0.3

Pathfinder Roleplaying Game

CHARACTER | PLAYER

RACE | SIZE | GENDER | HEIGHT | WEIGHT

AGE | LANGUAGES

ALIGNMENT | DEITY | DESCRIPTION

ABILITY SCORE	TOTAL	MOD	BASE	INNATE	ENHANCE	MISC
STR STRENGTH						
DEX DEXTERITY						
CON CONSTITUTION						
INT INTELLIGENCE						
WIS WISDOM						
CHA CHARISMA						

ABILITY SCORE NOTES

HEALTH & COMBAT	TOTAL
HP HIT POINTS	
DR DAMAGE RESIST	
SR SPELL RESIST	
INIT INITIATIVE	
MISC	

CURRENT HP

TEMPORARY HP

SPEED	FLY	SWIM	CLIMB	OTHER

EXPERIENCE
SLOW ❑ MEDIUM ❑ FAST ❑
/

CHARACTER CLASS	LEVEL

FAVORED CLASS

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	OTHER	OTHER
AC ARMOR CLASS		=10+									
TOUCH ARMOR CLASS		=10+									
FLAT-FOOT ARMOR CLASS		=10+									

ARMOR PENALTY
MAX DEX
SPELL FAILURE

MODIFIERS & NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	OTHER
FORT FORTITUDE					
REF REFLEX					
WILL WILLPOWER					

ATTACKS	TOTAL		BASE ATTACK BONUS	ABILITY	SIZE	OTHER
MELEE ATTACK MODIFIER						
RANGED ATTACK MODIFIER						
CMB TO ATTACK						
CMB TO DEFEND		=15+				

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	DAMAGE	CRIT	RANGE	SIZE	TYPE

NOTES | NOTES

ARMOR & SHIELD PLUS PROPERTIES	ENHANCE	AC	MAX DEX	SPELL FAIL	PENALTY	TYPE

NOTES | NOTES

SKILLS

ARMOR PENALTY

CLASS		TOTAL	RANKS	ABILITY	TRAINED	MISC	MISC
❑ Acrobatics	DEX						
❑ Apraise	INT						
❑ Bluff	CHA						
❑ Climb	STR						
❑ Craft:	INT						
❑ Craft:	INT						
❑ Diplomacy	CHA						
❑ Disable Device	DEX						
❑ Disguise	CHA						
❑ Escape Artist	DEX						
❑ Fly	DEX						
❑ Handle Animal	CHA						
❑ Heal	WIS						
❑ Intimidate	CHA						
❑ Know:	INT						
❑ Know:	INT						
❑ Know:	INT						
❑ Know:	INT						
❑ Know:	INT						
❑ Know:	INT						
❑ Linguistics	INT						
❑ Perception	WIS						
❑ Perform	CHA						
❑ Profession:	WIS						
❑ Ride	DEX						
❑ Sense Motive	WIS						
❑ Sleight of Hand	DEX						
❑ Spellcraft	INT						
❑ Stealth	DEX						
❑ Survival	WIS						
❑ Swim	STR						
❑ Use Magic Device	CHA						
❑							
❑							
❑							

MARK A ❑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*

PROFICIENCY

ARMOR

WEAPON

FEATS & FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

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EQUIPMENT

QTY	⌘	ITEM	WEIGHT

SPELLS, PSIONICS, & ABILITIES

CASTER LEVEL

	QTY	NAME & PAGE	SPELLS CAST TODAY	QTY	NAME & PAGE
0 (POINTS TO CAST: NA)					
1st (POINTS TO CAST: 1)					
2nd (POINTS TO CAST: 3)					
3rd (POINTS TO CAST: 5)					
4th (POINTS TO CAST: 7)					
5th (POINTS TO CAST: 9)					
6th (POINTS TO CAST: 11)					
7th (POINTS TO CAST: 13)					
8th (POINTS TO CAST: 15)					
9th (POINTS TO CAST: 17)					

BLOODLINE DOMAIN SPECIALTY

BLOODLINE DOMAIN SPECIALTY

ABILITY DCs

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

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

DOMAIN & SCHOOL

BLOODLINE

SPECIALTY SCHOOL

PROHIBITED SCHOOL | PROHIBITED SCHOOL

DOMAIN | DOMAIN

FAMILIAR & BOUND ITEM

NAME

RACE/TEMPLATE

CLASS | LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HITPOINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			

ATTACK BONUSES

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

SPECIAL QUALITIES

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