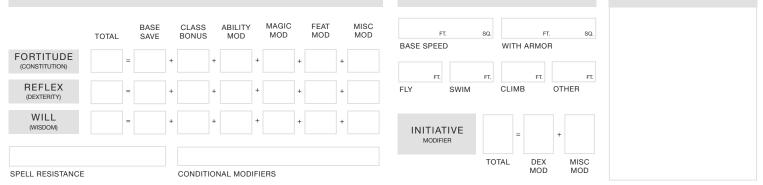


THE IMPROVED PATHFINDER CHARACTER SHEET

	ABILITY SCORES	HIT POINTS	CHARACTER INFORMATION						
	ABILITY ABILITY TEMP SCORE MODIFIER BONUS PENALTY ADJUST		CHARACTER NAME	ALIGNMENT PLAYER NAME					
STR STRENGTH		CURRENT HP	RACE DEITY	Y HOMELAND					
DEX DEXTERITY		TOTAL HP TEMP HP							
CON CONSTITUTION		NONLETHAL DAMAGE	CLASSES	LEVELS HIT DIE					
INT INTELLIGENCE		NONLETHAL DAMAGE							
WIS WISDOM		DAMAGE RESISTANCE							
CHA CHARISMA		ENERGY RESISTANCE							
	SAVING THROWS		SPEED	NOTES					



SKILLS

	TOTAL BONUS		KILL ANKS	MISC BONUS	COND. MOD		TOTAL BONUS	ABILITY MODS	SKILL RANKS	MISC BONUS	CONE MOD
	= DE	K +	+		÷	□ KNOWLEDGE (LOCAL)*	= 11	т	+ +		÷
	= IN	r +	+		÷	□ KNOWLEDGE (NATURE)*	11 =	т	+ +	+ +	÷
BLUFF	= CH.	A +	+		÷	□ KNOWLEDGE (NOBILITY)*	11 =	т	+ +		÷
	= ST	+ ۶	+		÷	□ KNOWLEDGE (PLANES)*	= 11	т	+ +		÷
CRAFT	= I N	r +	+		+	□ KNOWLEDGE (RELIGION)*	= 11	т	+ +		÷
CRAFT	= I N	r +	+		÷		11 =	т	+ +	+ +	÷
DIPLOMACY	= CH	A +	+		÷		= w	IS	+ +	+ +	÷
□ DISABLE DEVICE*	= DE	K +	+		+	PERFORM	= C	A	+ +	+ +	÷
	= CH.	A +	+		÷	PERFORM	= C	A	+ +		÷
ESCAPE ARTIST	= DE	K +	+	-	÷	PROFESSION*	= w	IS	+ +	+ +	÷
FLY	= DE	K +	+	-	÷	PROFESSION*	= w	IS	+ +	+ +	÷
□ HANDLE ANIMAL*	= CH.	A +	+	-	÷	□ RIDE	= D	E X	+ +	+ +	÷
HEAL	= W1	s +	+	-	÷	□ SENSE MOTIVE	= C	A	+ +	+ +	÷
	= CH	A +	+		+	□ SLEIGHT OF HAND*	= D	EX .	+ +	+ +	÷
□ KNOWLEDGE (ARCANA)*	= IN	r +	+		÷	□ SPELLCRAFT*	11 =	т	+ +	+ +	÷
□ KNOWLEDGE (DUNGEONEERING)*	= I N	r +	+	-	÷	□ STEALTH	= D	EX	+ +	+ 4	÷
□ KNOWLEDGE (ENGINEERING)*	= I N	r +	+	-	÷	□ SURVIVAL	= W	IS	+ +	+ 4	÷
□ KNOWLEDGE (GEOGRAPHY)*	= IN	r +	+		F		= S	r R	+ +	+ 4	÷
□ KNOWLEDGE (HISTORY)*	= IN	r +	+	÷	÷	USE MAGIC DEVICE*	= C	A	+ +		÷

	ARMC	OR CLASS		DEFENSIVE ABILITIES	S & FEATURES
	DEX TOTAL MODIFIER	SIZE ARMO MODIFIER BONU		NAME	SOURCE BOOK
ARMOR CLASS	= 10 + +	+	+ + + + +	DESCRIPTION	
TOUCH ARMOR CLASS	= 10 + +	+	+ + + +		
FLAT-FOOTED ARMOR CLASS	= 10 + +	+	+ + + +	NAME	SOURCE BOOK
CMD COMBAT MANEUVER DEFENSE	TOTAL BASE ATTACK BONUS = 10 +	STRENGTH MOD	DEXTERITY SIZE MISC MOD BONUS + + + + +	DESCRIPTION	
CONDITIONAL MODIFIERS				NAME	SOURCE BOOK
	DEFENS	SIVE ITEMS		DESCRIPTION	
ITEM	AC BONUS	TYPE		NAME	SOURCE BOOK
CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES	DESCRIPTION	
ITEM	AC BONUS	ТҮРЕ			
CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES	ATTACK BON	JSES
ITEM	AC BONUS	ТҮРЕ		BASE ATTACK BONUS	
CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES	BASI ATTAC TOTAL BONL MELEE ATTACK BONUS	K STR SIZE MISC

OFFENSIVE ABILITIES & FEATURES

ITEM

ITEM

CHECK PENALTY

CHECK PENALTY

AC BONUS

AC BONUS

SPELL FAILURE

SPELL FAILURE

TYPE

TYPE

WEIGHT

WEIGHT

PROPERTIES

PROPERTIES

BASE ATTACK BONUS

BASE ATTACK BONUS

TOTAL

TOTAL

=

RANGED ATTACK

CMB COMBAT MANEUVER BONUS DEX MOD

DEX MOD SIZE MOD

SIZE MOD MISC MOD

MISC MOD

NAME	SOURCE BOOK	NAME	SOURCE BOOK
DESCRIPTION		DESCRIPTION	
NAME	SOURCE BOOK	NAME	SOURCE BOOK
DESCRIPTION		DESCRIPTION	

	ATTAC	CKS			SENSES
ATTACK	ATTACK BONUS	DAMAGE	TYPE	RANGE	
ATTACK	ATTACK BONUS	DAWAGE	ITPE	HANGE	
DESCRIPTION		CRITICAL		AMMUNITION	
DESCRIPTION		CRITICAL	MULTIPLIER	AMMONITION	
ATTACK	ATTACK BONUS	DAMAGE	TYPE	RANGE	
					LANGUAGES
DESCRIPTION		CRITICAL	MULTIPLIER	AMMUNITION	
ATTACK	ATTACK BONUS	DAMAGE	TYPE	RANGE	
DESCRIPTION		CRITICAL	MULTIPLIER	AMMUNITION	
		ONITIOAL			
					10750
ATTACK	ATTACK BONUS	DAMAGE	TYPE	RANGE	NOTES
DESCRIPTION		CRITICAL	MULTIPLIER	AMMUNITION	
ATTACK	ATTACK BONUS	DAMAGE	TYPE	RANGE	
DESCRIPTION		CRITICAL	MULTIPLIER	AMMUNITION	
				T 0	
			FEA	.15	
NAME	DESCRIPTION				SOURCE

	WEAPON	S				GE	AR			
ITEM NAME			COST	WEIGHT	ITEM NAME			COST	WEIGHT	
	ARMOR & SH	IELDS								
ITEM NAME			COST	WEIGHT						
PO	TIONS, SCROLLS, &	MAGIC	ITEMS							
ITEM NAME			COST	WEIGHT						
					GEAR TOTALS					
						ITEMS	COST	W	EIGHT	
	OTHER ITE	MS			OTHER VALUABLES					
ITEM NAME			COST	WEIGHT	TREASURE				VALUE	
ENCU	MBRANCE		MONE	Y					VALUE	
LIGHT LOAD	LIFT OVER HEAD	0.5			MOUNTS/VEHICLES				VALUE	
		СР								
MEDIUM LOAD	LIFT OFF GROUND	SP								
		GP			HOLDINGS				VALUE	
HEAVY LOAD	DRAG OR PUSH									
		PP								
			CARRIED	STORED						

SPELLCASTING

PREPARED SPELLS

METAMAGIC

CLASS LEVEL	LEVEL	SPELL NAME	SOURCE	METAMAGIC FEAT	LEVEL ADJUST
SUBCLASS/ARCHETYPE					
CONCENTRATION = + +					
TOTAL CASTER ABILITY MISC LEVEL MOD MOD					
SPELLS SAVE SPELLS BONUS ABILITY KNOWN DC LEVEL PER DAY SPELLS BONUS					
0					
1sт					
2ND					
3RD				SPELL-LIKE ABILIT	IES
4тн				SPELL NAME	TIMES
5тн				SPELL NAME	PER DAY
6тн					
7тн					
8тн					
9тн					
CONDITIONAL MODIFIERS					

SPECIAL ABILITIES

NAME DESCRIPTION	SOURCE BOOK	DESCRIPTION	SOURCE BOOK
NAME	SOURCE BOOK	NAME	SOURCE BOOK
NAME	SOURCE BOOK	NAME	SOURCE BOOK
NAME	SOURCE BOOK	NAME	SOURCE BOOK
DESCRIPTION		DESCRIPTION	

SPELLBOOK

							-				
CANTRIPS SPELL NAME	DC	RANGE	DAMAGE	DURATION	EFFECT	4TH		RANGE	DAMAGE	DURATION	EFFECT
						5тн 🗆 🗆 🗆 🗆 🗆 🗆					
						SPELL NAME	DC	RANGE	DAMAGE	DURATION	EFFECT
1sт 🗆 🗆 🗆 🗆 🗆 🗆											
SPELL NAME		RANGE	DAMAGE	DURATION	EFFECT						
						6тн 🗆 🗆 🗆 🗆 🗆 🗆					
						SPELL NAME	DC	RANGE	DAMAGE	DURATI	ON EFFECT
2ND											
SPELL NAME		RANGE	DAMAGE	DURATION	EFFECT						
						7тн 🗌 🗌 🗆 🗆 🗆 🗆					
						SPELL NAME	DC	RANGE	DAMAGE	DURATI	ON EFFECT
						8TH		RANGE	DAMAGE	DURATI	ON EFFECT
							-				
		DAVIO	D414/	DUDATION	FEFE						
SPELL NAME	DC	HANGE	DAMAGE	DURATION	EFFECI						
						9тн 🗆 🗆 🗆 🗆 🗆 🗆					
						SPELL NAME		RANGE	DAMAGE	DURATI	ON EFFECT

		APPEARANCE			CHARACTE	R PORTRAIT
AGE	GENDER	HEIGHT	WEIGHT	SIZE		
SKIN		HAIR	EYES			
DISTINGUISHING FEAT	URES					
GENERAL DESCRIPTIO	N					
		BACKSTORY				
					PERSC	DNALITY
					GENERAL DESCRIPTION	
					LIKES	DISLIKES
					IDEALS	
					FLAWS	
					DUODIAS	
					PHOBIAS	
					UNIQUE TRAITS	

FAMILY	ALLIES	FOES	AFFILIATIONS

ADVANCEMENT

BASE ABILITY SCORES	LEVEL	CLASS	HIT POINTS	FAV CLASS	ABILITY SCORE	FEATS	CLASS FEATURES
STR STRENGTH	1						
DEX	2						
DEXTERITY	3						
CON CONSTITUTION	4						
INT	5						
INTELLIGENCE	6						
WIS WISDOM	7						
СНА	8						
CHARISMA	9						
FAVORED CLASSES	10						
	11						
	12						
	13						
	14						
CURRENT XP	15						
	16						
TO NEXT LEVEL	17						
	18						
□ SLOW	19						
☐ MEDIUM☐ FAST	20						

CLASS FEATURES