THE UNOFFICIAL BUT HIGHLY IMPROVED PATHFINDER CHARACTER SHEET

ABILITY ABILITY ADDRESS SON	ABILITY SCORES	HIT POINTS	CHARACTER INFORMATION
SKILLS SAPE SAPE	SCORE MODIFIER BONUS STR STRENGTH DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WIS WISDOM CHA	PENALTY ADJUST CURRENT HP TOTAL HP HIT DIC TEMPORARY HP NONLETHAL DAMAG DR ENERGY	RACE DEITY HOMELAND CLASSES LEVELS E CLASSES
ACROBATICS	TOTAL BASE CI SAVE BO	ASS ABILITY MAGIC FEAT MISC MOD HOD HOD HOD HOD HOD HOD HOD HOD HOD H	FT. SQ. FT. SQ. BASE SPEED WITH ARMOR FT. FT. FT. FT. FT. FT. FLY SWIM CLIMB OTHER INITIATIVE MODIFIER TOTAL DEX MISC
ACROBATICS		Sk	IILLS
□ KNOWLEDGE (ENGINEERING)* = INT	□ APPRAISE □ BLUFF □ CLIMB □ CRAFT □ □ DIPLOMACY □ DISABLE DEVICE* □ DISGUISE □ ESCAPE ARTIST □ FLY □ HANDLE ANIMAL* □ HEAL □ INTIMIDATE □ KNOWLEDGE (ARCANA)* □ KNOWLEDGE (DUNGEONEERING)*	BONUS MOD RANKS BONUS MOD = DEX	KNOWLEDGE (LOCAL)*

ARMOR CLASS	DEFENSIVE ABILIT	TES & CLASS FEATURES
	ODGE/ EFLECT MISC	SOURCE
	SONUS MOD	
ARMOR CLASS + + + + + + + + + + + + + + + + + +	+ DESCRIPTION	
TOUCH + + + + + + + + + + + + + + + + + +	+	
FLAT-FOOTED	+ NAME	SOURCE
BASE		
ATTACK STRENGTH DEXTERITY SIZE BONUS MOD MOD MOD	MISC DESCRIPTION	
CMD combat maneuver defense = 10 + + + + +]+	
	NAME	SOURCE
CONDITIONAL MODIFIERS		
DEFENSIVE ITEMS	DESCRIPTION	
DELENSIVE HEMS		
ITEM AC BONUS TYPE	NAME	SOURCE
CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES	DESCRIPTION	
ITEM AC BONUS TYPE		
CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES	ATTA	CK BONUS
	BASE ATTACK E	BONUS
ITEM AC BONUS TYPE		
CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES		BASE ATTACK STR SIZE MISC OTAL BONUS MOD MOD MOD
OFFICE VERMENT STELL FAILURE WEIGHT FROPERITES	MELEE ATTACK	
	BONUS	
ITEM AC BONUS TYPE		BASE ATTACK DEX SIZE MISC
CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES	RANGED ATTACK	OTAL BONUS MOD MOD MOD
	BONUS	
ITEM AC BONUS TYPE		BASE ATTACK DEX SIZE MISC
	СМВ	OTAL BONUS MOD MOD MOD
CHECK PENALTY SPELL FAILURE WEIGHT PROPERTIES	COMBAT MANEUVER BONUS	
OFFENSIVE ABILITIES 8	CLASS FEATURES	
NAME SOURCE N	AME	SOURCE
L DESCRIPTION D	ESCRIPTION	
NAME SOURCE N	AME	SOURCE
DESCRIPTION	ESCRIPTION	

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ATTACK ATTACK BONUS	DAMAGE	TYPE	RANGE		
DESCRIPTION	CRITICAL	MULTIPLIER	AMMUNITION		
DESCRIPTION	OHITIOAL	WOETH EIEN	AWWINION		
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ATTACK ATTACK BONUS	DAMAGE	TYPE	RANGE		
				LANGU	AGES
DESCRIPTION	CRITICAL	MULTIPLIER	AMMUNITION	Entrac	7.420
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ATTACK BONUS	DAMAGE	TYPE	RANGE		
DESCRIPTION	CRITICAL	MULTIPLIER	AMMUNITION		
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ATTACK	D.11410E	TYPE	DANIOE		
ATTACK ATTACK BONUS	DAMAGE	TYPE	RANGE	NOT	ES
DESCRIPTION	CRITICAL	MULTIPLIER	AMMUNITION		
DESCRIPTION	OHITIOAL		AWWINION		
		1			
ATTACK ATTACK BONUS	DAMAGE	TYPE	RANGE		
DESCRIPTION	CRITICAL	MULTIPLIER	AMMUNITION		
		FFA	TS		
		FEA	TS		
NAME DESCRIPTION		FEA	TS		SOURCE
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NAME DESCRIPTION		FEA	TS		SOURCE SOURCE
NAME DESCRIPTION		FEA	TS		SOURCE SOURCE
NAME DESCRIPTION DESCRIPTION		FEA	TS		SOURCE SOURCE

WEAPONS			GEAR	
ITEM NAME	COST	WEIGHT	ITEM NAME COST	WEIGHT
ARMOR & SHIELDS				
ITEM NAME	COST	WEIGHT		
]]
			GEAR	
POTIONS, SCROLLS, & MAGIC IT	EMS		TOTALS	
ITEM NAME	COST	WEIGHT	ITEMS COST	WEIGHT
The water			OTHER VALUABLES	
			TREASURE	VALUE
] [
OTHER ITEMS				
ITEM NAME	COST	WEIGHT		
			MOUNTS/VEHICLES	VALUE
ENGLIMEDANOS	MONEY			
ENCUMBRANCE	MONEY			
LIGHT LOAD LIFT OVER HEAD CA	ARRIED	STORED	HOLDINGS	VALUE
CP				
MEDIUM LOAD LIFT OFF GROUND				
SP SP				
HEAVY LOAD DRAG OR PUSH GP				
PP				

SPELLCASTING		PREPARE	D SPELLS			METAMAGIC	
CLASS LEVEL	LEVEL SPELL NAME			SOURCE	USED	LEV METAMAGIC FEAT AD.	/EL JUST
						METAMAGIC FEAT	1001
CONCENTRATION = + + +							
TOTAL CASTER ABILITY MISC LEVEL MOD MOD							
SPELLS SAVE SPELLS BONUS ABILITY KNOWN DC LEVEL PER DAY SPELLS BONUS							
] [
1st] [
2ND 2ND							
4TH ATH							
5тн П						SPELL-LIKE ABILITIES	
6тн						TIM SPELL NAME PEF	IES R DAY
7тн							
8тн							
9тн							
CONDITIONAL MODIFIERS							
BLOODLINE/DOMAIN/SCHOOL]			
] [
		SPECIAL A	ARII ITIES				
NAME DESCRIPTION NAME DESCRIPTION NAME DESCRIPTION			NAME DESCRIPTION NAME DESCRIPTION NAME DESCRIPTION				
NAME DESCRIPTION			NAME DESCRIPTION				

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CANTRIPS	ПГ	1 [4тн 🗆 🗆 🗆 🗆						
SPELL NAME		RANGE	DAMAGE	DURATION	EFFECT	SPELL NAME			RANGE	DAMAGE	DURATION	EFFECT
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						5TH			DANGE	DAMAGE	DURATION	EEEECT
						SPELL NAME			INITIAL	DAINAGE	DOTATION	LITEOI
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1ST		RANGE	DAMAGE	DUBATION	FFFECT							
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						SPELL NAME			RANGE	DAMAGE	DURATION	EFFECT
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2ND						7TH			RANGE	DAMAGE	DURATION	EFFECT
		RANGE										
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SPELL NAME	DC DC	RANGE	DAMAGE	DUHATION	EFFEGI							
						9TH			DANCE	DAMAGE	DURATION	EEEECT
						SFELL NAME			IANGE	DAIVIAGE	DUNATION	LITEOI
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	APPEARANCE		CHARACTER IMAGE
AGE GENDER	HEIGHT WEIGHT SIZ	E	
SKIN HAIR	EYES		
SKIN HAIR	EYES		
DISTINGUISHING FEATURES			
GENERAL DESCRIPTION			
	BACKSTORY		
			PERSONALITY
			GENERAL DESCRIPTION
			LIVES DISLIVES
			LIKES DISLIKES
			IDEALS
			FLAWS
			PHOBIAS
			UNIQUE TRAITS
FAMILY	ALLIES	F	FOES AFFILIATIONS

			,,,	VANCE			
BASE ABILITY SCORES	I EVEL	CLASS	HIT POINTS	FAV?	ABILITY SCORE	FEATS	CLASS FEATURES
STR	1	CLASS	TOINTS	IAV:	300NE	TEATO	CEASSTEATORES
STRENGTH	2						
DEX DEXTERITY	=						
CON	3						
CON constitution	4						
INT INTELLIGENCE	5						
	6				\geq		
WIS WISDOM	7						
CHA	8						
CHARISMA	9						
FAVORED CLASSES	10						
	11						
	12						
	=						
	13						
	14						
CURRENT XP	15						
	16						
TO NEXT LEVEL	17						
	18						
SLOW	19						
☐ MEDIUM	20						
☐ FAST	20						
		RACIAL TRAITS					NOTES
		CLASS TRAITS					
		OLASS INAITS					
1							