CHARACTER	PLAYER
Amos Defamos	Amos

CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Half-elf	Medium	Male	5ft 10in	150

AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION
20	CG	Cayden Cailean	Priest

LANGUAGES: Common, Elven, Draconic, Celestial

NECEROS.COM 1.1.2

PATHFINDER ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.0) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	12	+1	12			
DEX DEXTERITY	12	+1	12			
CON CONSTITUTION	13	+1	13			
INT INTELLIGENCE	15	+2	15			
WIS WISDOM	18	+4	18			
CHA CHARISMA	18	+4	18			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

	HP GAINED	HD
CURRENT HP	10	d8
TEMPORARY HP		
TOTAL HP	10	

CLASS RECORDER

CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
Cleric	0	4	2	0	2	1
FAVORED CLASS: *Cleric* — TOTALS	0	4	+2	0	+2	1

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL	10 +	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT
AC ARMOR CLASS	18		+5	+2	+1	M			
TOUCH ARMOR CLASS	11				+1	M			
FLAT-FOOT ARMOR CLASS	17		+5	+2		M			

ARMOR PENALTY	-6
MAX DEX	+3
SPELL FAILURE	40%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE
FORT FORTITUDE	+3	+2	+1	
REF REFLEX	+1	0	+1	
WILL WILLPOWER	+6	+2	+4	

ATTACKS	TOTAL	10 +	BASE ATTACK BONUS	ABILITY	SIZE
MELEE ATTACK MODIFIER	+1		0	+1	M
RANGED ATTACK MODIFIER	+1		0	+1	M
CMB TO ATTACK	+1		0	+1	M
CMD TO DEFEND	+12		0	DEX +1 / STR +1	M

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

+2 WIS (Racial)

Adaptability - Skill Focus (Lv1 feat) (Diplomacy) - +3 bonus

Keen Senses - +2 Racial bonus to Perception checks

Elven Immunities

Multitalented

Persuasive (+2 Diplomacy/Intimidate checks (+4 if >10 in either)

SKILLS

CLEAR SKILLS

ARMOR PENALTY: -6

CLASS	SKILL	ABILITY	TOTAL	RANKS	TRAINED
☑	Acrobatics ◆	DEX	-5	0	1
☐	Appraise	INT	2	0	2
☐	Bluff	CHA	4	0	4
☐	Climb ◆	STR	-5	0	1
☑	Craft:	INT	2	0	2
☐	Craft:	INT	2	0	2
☑	Diplomacy	CHA	8	1	4
☐	Disable Device ◆	DEX	--	0	1
☐	Disguise	CHA	4	0	4
☐	Escape Artist ◆	DEX	-5	0	1
☐	Fly ◆	DEX	-5	0	1
☐	Handle Animal	CHA	--	0	4
☑	Heal	WIS	8	1	4
☐	Intimidate	CHA	4	0	4
☑	Kn: *Arcana*	INT	--	0	2
☑	Kn: *History*	INT	--	0	2
☑	Kn: *Nobility*	INT	--	0	2
☑	Kn: *Planes*	INT	--	0	2
☑	Kn: *Religion*	INT	6	1	2
☐	Kn:	INT	--	0	2
☑	Linguistics	INT	--	0	2
☐	Perception	WIS	4	0	4
☐	Perform	CHA	4	0	4
☑	Profession:	WIS	--	0	4
☐	Ride ◆	DEX	-5	0	1
☑	Sense Motive	WIS	8	1	4
☐	Sleight of Hand ◆	DEX	--	0	1
☑	Spellcraft	INT	2	0	2
☐	Stealth ◆	DEX	-5	0	1
☐	Survival	WIS	4	0	4
☐	Swim ◆	STR	-5	0	1
☐	Use Magic Device	CHA	--	0	4
☐		CHA	4	0	4
☐		CHA	4	0	4
☐		CHA	4	0	4

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 — SLOW ☐ MEDIUM ☐ FAST ☐ /

INIT INITIATIVE		SPEED	FLY	SWIM	CLIMB

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	Medium armor		+5	+3	-4	25%		M	Scale
Shield	Shield, heavy steel		+2		-2	15%		M	H Steel

PROFICIENCIES

Light/Medium Armor

All shields (except tower)

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Rapier									1d6	18-20/x2		M	P	

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT
1		Cleric's kit	32

ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
14	0	3	3	WIS		
15	1st	3	2	1		
	2nd			1		
	3rd			1		
	4th			1		
	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	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK BONUSES

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

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG
0	*Create water*	*None*	*No*						
0	*Light*	*None*	*No*						
0	*Purify food and drink*	*Will*	*Yes*						
1	*Cure light wounds*	*Will*	*Yess*						
1	*Charm person*	*Will*	*Yes*						

CLEAR GROUP

CLEAR

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