

Pathfinder Essential Character Sheet

Character Information			
Name			
Race		Class	
Level	Gender	Alignment	
First Appearance			

Strength		Intelligence	
Score	Mod	Score	Mod
Constitution		Wisdom	
Score	Mod	Score	Mod
Dexterity		Charisma	
Score	Mod	Score	Mod

Skills			
Name	Mod	Name	Mod
Name	Mod	Name	Mod
Name	Mod	Name	Mod
Name	Mod	Name	Mod
Name	Mod	Name	Mod
Name	Mod	Name	Mod

Racial Traits			
Bonus	Bonus	Penalty	
Size	Speed	Vision	
Trait		Trait	
Trait		Trait	
Trait		Trait	
Trait		Trait	

Combat Statistics			
HP	Init	Speed	
Fortitude		Reflex	Will
Armor Class		Touch	FlatFoot
BAB		CMB	CMD
SR	DR		

Weapons			
Name			
Atk Bonus		Damage	
Crit	Range	Type	
Misc			
Name			
Atk Bonus		Damage	
Crit	Range	Type	
Misc			
Name			
Atk Bonus		Damage	
Crit	Range	Type	
Misc			

Notes

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[illegible]

Equipment

```
graph TD; Head[Head] --- Eyes[Eyes]; Eyes --- Neck[Neck]; Eyes --- Cloak[Cloak]; Neck --- Vestment[Vestment]; Cloak --- Armor[Armor]; Vestment --- Belt[Belt]; Armor --- Belt; Belt --- Bracer[Bracer]; Belt --- Gloves[Gloves]; Bracer --- LeftRing[Left Ring]; Gloves --- RightRing[Right Ring]; LeftRing --- Boots[Boots]; RightRing --- Boots;
```

The diagram illustrates the equipment slots for a character, organized as follows:

- Head** (Top center)
- Eyes** (Second row, center)
- Neck** (Third row, left)
- Cloak** (Third row, right)
- Vestment** (Fourth row, left)
- Armor** (Fourth row, right)
- Belt** (Fifth row, center)
- Bracer** (Sixth row, left)
- Gloves** (Sixth row, right)
- Left Ring** (Seventh row, left)
- Right Ring** (Seventh row, right)
- Boots** (Eighth row, center)

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Class Abilities

I	
2	
3	
4	
5	
6	
7	
8	
9	
10	

II	
I2	
I3	
I4	
I5	
I6	
I7	
I8	
I9	
20	

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Magic Traits		
Class Speciality		
Caster Level	Concentration	Spell Failure

Situation	Concentration
Cast Defensively	12 + double spell lvl
Injured while casting	10 + damage + spell lvl
Continuous damage while casting	10 + 1/2 damage + spell lvl
Affected by a non-dmg spell while casting	DC of spell + spell level
Grapple or Pinned while casting	10 + grapppler's CMB + spl lv
Vigorous motion while casting	10 + spell level
Violent motion while casting	15 + spell level
Extremely violent motion while casting	20 + spell level
Wind with rain or sleet while casting	5 + spell level
Wind with hail and debris while casting	10 + spell level
Weather caused by a spell	see spell
Entangled while casting	15 + spell level

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Spell Information			
LVL	DC	# Known	#/Day
0			
1			
2			
3			
4			
5			
6			
7			
8			
9			

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Spellbook

Prep	Name		
Descriptor		Lvl	Components
Time	Range	Area	
Duration		Saving Throw	SR
info			
info			
info			

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