CLEAR PLAYER INFORMATION

CHARACTER	PLAYER
Karine	Tilly

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Human	Medium	Female	5'3	95lb

AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION
27	Chaotic Good	Desna (CG)	Wandering priest of Desna

LANGUAGES: Common, Celestial

NECEROS.COM 1.1.2

RESET CHARACTER SHEET

PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	10	0	10			
DEX DEXTERITY	10	0	10			
CON CONSTITUTION	12	+1	12			
INT INTELLIGENCE	12	+1	12			
WIS WISDOM	17	+3	15	2		
CHA CHARISMA	15	+2	15			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
	27	d8	Cleric	2	15	3	1	3	3
TEMPORARY HP									
TOTAL HP	27	FAVORED CLASS: Cleric		TOTALS	+2	15	+3	+1	+3	3

MISCELLANIOUS TRACKING

CLASS RECORDER

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	15	=10+	+5	0	0						
TOUCH ARMOR CLASS	10	=10+			0						
FLAT-FOOT ARMOR CLASS	15	=10+	+5	0							

ARMOR PENALTY: -4
MAX DEX: +3
SPELL FAILURE: 25%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

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

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	+2	+2	0		
RANGED ATTACK MODIFIER	+2	+2	0		
CMB TO ATTACK	+2	+2	0	0	
CMD TO DEFEND	+12	=10+ +2	DEX 0	STR 0	0

Melee weapon - morningstar
1d6, x2, 8gp, 6lb
Ranged weapon - starknife
1d4, x3, 20ft, 24gp, 3lb

SKILLS

CLEAR SKILLS

15 RANKS — ARMOR PENALTY -4

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
☐ Acrobatics ♦	DEX	-4	0	0	0		
☑ Appraise	INT	7	3	1	3		
☐ Bluff	CHA	2	0	2	0		
☐ Climb ♦	STR	-4	0	0	0		
☑ Craft:	INT	1	0	1	0		
☑ Craft:	INT	1	0	1	0		
☑ Diplomacy	CHA	2	0	2	0		
☐ Disable Device ♦	DEX	--	0	0	0		
☐ Disguise	CHA	2	0	2	0		
☐ Escape Artist ♦	DEX	-4	0	0	0		
☐ Fly ♦	DEX	-4	0	0	0		
☐ Handle Animal	CHA	--	0	2	0		
☑ Heal	WIS	9	3	3	3		
☐ Intimidate	CHA	2	0	2	0		
☑ Kn: *arcana*	INT	7	3	1	3		
☑ Kn: *history*	INT	--	0	1	0		
☑ Kn: *nobility*	INT	--	0	1	0		
☑ Kn: *planes*	INT	--	0	1	0		
☑ Kn: *religion*	INT	--	0	1	0		
☐ Kn:	INT	--	0	1	0		
☑ Linguistics	INT	--	0	1	0		
☐ Perception	WIS	3	0	3	0		
☐ Perform	CHA	5	3	2	0		
☑ Profession:	WIS	--	0	3	0		
☐ Ride ♦	DEX	-4	0	0	0		
☑ Sense Motive	WIS	9	3	3	3		
☐ Sleight of Hand ♦	DEX	--	0	0	0		
☑ Spellcraft	INT	--	0	1	0		
☐ Stealth ♦	DEX	-4	0	0	0		
☐ Survival	WIS	3	0	3	0		
☐ Swim ♦	STR	-4	0	0	0		
☐ Use Magic Device	CHA	--	0	2	0		
☐	CHA	2	0	2	0		
☐	CHA	2	0	2	0		
☐	CHA	2	0	2	0		

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ♦ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Selective Channeling
Scribe Scroll
Extra Channel? Skill focus - perform?
Luck Domain Power: Bit of Luck - SA, touch a willing subject, for next round any time d20 is rolled, may reroll and use best 3 + wis uses per day (6)
Liberation Domain Power: Liberation - instant response, can move normally regardless of magical movement impediments, as if affected by 'freedom of movement'. rounds don't need to be consecutive. rounds/day equal to cleric level (1)
Medyved: +2 to diplomacy, +1 to will saves (against fey creatures)

Skilled: extra skill rank at each level
Proficient with: all simple weapons, light/medium armour, shields (not tower), deity's favourite weapon (starknife)
Aura: particularly powerful aura (chaotic good)
Spells: casts divine spells
Spell Meditation: evening/night time
Channel Energy: affects all creatures of one type (living or undead) in a 30ft radius centred on cleric. 2d6 healed 3 + cha mod channels per day (5). Standard action, no opp. Must be able to present holy symbol
Domain Spell Slot: 1 slot, cannot be turned into a heal (1st, 2nd)
Spontaneous Casting: turn prepared spells into equal level cure

CLEAR EXPERIENCE

EXPERIENCE — SLOW ☐ MEDIUM ☑ FAST ☐ — / 3,765

INIT INITIATIVE

SPEED	FLY	SWIM	CLIMB
30			

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: Scale mail		+5	+3	-4	25%	M	M	metal
Shield								

PROFICIENCIES

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Morningstar		+1							1d6	x2	-	M	b, p	
Starknife x2		+1							1d4	x3	20ft	M		

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EQUIPMENT

QTY	⌘	ITEM	WEIGHT
		Silver holy symbol	
		Small steel mirror	
		Small sewing kit	
		Common pan pipes	
		Backpack	
9		Rations	
		Slippers and mittens	
		Lucky charm	
		Collection of odd trinkets from travels	
		Butterfly wings	
1		Fur	
		Various spices	
1		First aid kit	
1		Silver ring with writing inside (75g)	
1		Silver earrings	
1		Tuskgutter's tooth	
1		Stag head silver amulet	
2		Spool of spider thread	
1		Mite trinket	
		TOTAL WEIGHT	0

MAGIC ITEMS

⌘	ITEM	USES & CHARGES
	Potion of sleep	1?

SPECIAL ABILITIES

NAME	USES/DAY

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
33	66	100	N			

WORN EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
RING	
RING	
WAIST	
FEET	

WEALTH

	CURRENCY	TREASURE
P		
G	2	
S	49	
C	16	
OTHER		

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME	WEIGHT

NOTES

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ABILITY DCs

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SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
13	0	4	4	WIS		ALL
14	1st	3	2	1		ALL
15	2nd	2	1	1		
	3rd			1		
	4th			0		
	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

SPECIAL QUALITIES

ABILITY	TOTAL
STR STRENGTH	
DEX DEXTERITY	
CON CONSTITUTION	
INT INTELLIGENCE	
WIS WISDOM	
CHA CHARISMA	

DEFENSES	TOTAL
AC ARMOR CLASS	
FORT FORTITUDE	
REF REFLEX	
WILL WILLPOWER	
SPD SPEED	
CMB MODIFIER	
CMD MODIFIER	

	TOTAL
HP HIT POINTS	

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

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL		NAME & DESCRIPTION	SAVE DC	SR	PG
0	○	Create Water: 2 gallons/level			
0	○	Detect Magic: spells & magic within 60ft			
0	⊘	Detect Poison: in one creature/object			
0	○	Guidance: +1 to one attack or saving throw or skill check			
0	⊘	Light: object shines as torch			
0	○	Virtue: subject gains 1 temporary hp			
1	○	Bane: -1 to attack and fear saves			
1	○	Bless: +1 to attack and fear saves			
1	○	Bless Water: makes holy water	M		
1	○	Cause Fear: one 5HD or less creature flees for 1d4 rounds			
1	○	Detect C/E/G/L: reveals nearby creatures/spells/objects			
1	○	Detect Undead: reveals undead within 60ft			
1	⊘	Divine Favour: +1 (per 3 lvls) to attack/dmg/saves/checks	self		
1	○	Doom: -2 attack/dmg/saves/checks to one subject			
1	○	Endure Elements: comfortable in hot or cold			
1	○	Obscuring Mist: surrounded by fog			
1	○	Protection from C/E/G/L: +2 AC & saves, prot from align			
1	○	Remove Fear: suppresses fear or +4 to saves, 1 sub +1/lvl			
1	○	Sanctuary: can't attack/be attacked			
1	⊘	Shield of Faith: aura of +2 (or more) to deflection			
	○				
1	⊘	Luck Domain - true strike:			
1	○	Liberation Domain - remove fear:			
2	⊘	Luck Domain - aid:			
2	○	Liberation Domain - remove paralysis			
2	○	Hold Person: paralyzes one human for 1rnd/lvl			
2	○	Make Whole: repairs an object			
2	○	Owl's Wisdom: +4 wis for 1min/lvl			
2	○	Remove Paralysis: frees creatures from paralysis/slow			
2	○	Resist Energy: ignores 10 (+) dmg/attack from x energy			
2	○	Restoration, Lesser: dispels ability penalty/1d4 dmg repair			
2	○	Shatter: vibration damages objects/crystals			
2	⊘	Shield Other: you take half of target's dmg	F		
2	○	Silence: negates sound in 20ft radius			
2	⊘	Sound Burst: deals 1d8 sonic dmg to subjects, may stun			
	○				
	○				

LEVEL		NAME & DESCRIPTION	SAVE DC	SR	PG
0	○	Mending: minor repairs to object			
0	○	Purify food & drink: purifies 1 cubic ft/level food or water			
0	⊘	Read Magic: read scrolls and spellbooks			
0	○	Resistance: +1 to saving throws			
0	⊘	Stabilise: stabilise a dying creature			
1	○	Command: one subject obeys a command for 1 round			
1	○	Comprehend Languages: understand all spoken/written			
1	○	Cure Light Wounds: cures 1d8 +1/level (max +5)			
1	○				
1	○	Deathwatch: reveal death status of subjects within 30ft			
1	○	Entropic Shield: 20% miss chance for range to hit you			
1	○	Hide from Undead: hide one subject/level from undead			
1	○	Inflict Light Wounds: touch dmg 1d8 +1/level (max +5)			
1	○	Magic Stone: 3 stones get +1 attack, deal 1d6 +1 dmg			
1	⊘	Magic Weapon: +1 to weapon			
1	○	Summon Monster I: summons creature			
2	○	Aid: +1 attack/fear saves, 1d8 temp hp +1/lv (max 10)			
2	○	Align Weapon: make weapon good or chaotic			
2	○	Augury: learn if an action will be good/bad	MF		
2	○	Bear's Endurance: +4 con for 1min/lvl			
2	○	Bull's Strength: +4 str for 1min/lvl			
2	○	Calm Emotions: calms creatures, negates emotion effects			
2	○	Consecrate: fills area with positive energy, weakens undead	M		
2	○	Cure Moderate Wounds: cures 2d8 dmg +1/lvl (max 10)			
2	○	Darkness: 20ft radius supernatural shadow			
2	○	Delay Poison: stops harm from poison 1hr/lvl			
2	○	Eagle's Splendor: +4 cha for 1min/lvl			
2	○	Enthrall: captivates all within 100ft +10ft/lvl			
2	○	Find Traps: notice traps as a rogue does			
2	○	Gentle Repose: preserves one corpse			
2	○	Spiritual Weapon: magic weapon attacks on its own			
2	○	Status: monitors condition, position of allies			
2	○	Summon Monster II: summons creature			
2	○	Undetectable Alignment: conceals alignment for 24hrs			
2	○	Zone of Truth: subjects in range cannot lie			
	○				
	○				

CLEAR GROUP

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