

INITIATIVE

INITIATIVE BONUS Feats Training Misc
INIT = **DEX** + + +

SPEED

SPEED Speed with Armour Temp Speed
 ft sq ft sq ft sq
 Swim Speed Fly Speed Climb Speed
 ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**
 Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack
 + = + - -
 Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack
 + = + - +
 Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc
CMB = **STR** + **BAB** - +
COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc
CMD = 10 + **STR** + **DEX** + + + **BAB** - +
FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc
CMD = 10 + **STR** / / + + **BAB** - +

Temp CMB Temp CMD Conditional Modifiers
 + CMB + CMD

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious
 hp hp hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier
AC = 10 + **DEX** + + + + +
FLAT-FOOTED ARMOUR CLASS
AC = 10 / / + + + + +
TOUCH ARMOUR CLASS
AC = 10 + **DEX** + + / / / + +
 Temp AC Spell Resistance Conditional Modifiers
 + AC
 Damage Reduction /

Notes

ATTACKS

Range Type Attack Bonus Damage Critical
 ft sq d x
 Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical
 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d x

Range Type Attack Bonus Damage Critical
 ft sq d x
 Ammo # Special Ammo #
 Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp
FORT = **CON** + + + +
REFLEX SAVE
REF = **DEX** + + + +
WILL SAVE
WILL = **WIS** + + + +
☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense
 Conditional Modifiers

EFFECTS

FIGHTER

RANGED

Fighter Level

WEAPON TRAINING

Level	Weapon type	
5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13		<input type="checkbox"/> <input type="checkbox"/>
17		<input type="checkbox"/>

ARMOUR TRAINING

MAX ARMOUR
DEX BONUS

+

ARMOUR CHECK
PENALTY REDUCTION

-

Level 19 DR 5/- when wearing armour or using a shield

BRAVERY

FEAR EFFECT
WILL BONUS

+ = (+ 2) ÷ 4 (Round down)

WEAPON MASTERY

Level 20 Weapon type

ATTACK FEATS

ATTACK ACTIONS

- ☐ Cleave Extra attack if you hit
- ☐ Great Cleave Any number of extra attacks per round
- ☐ Cleaving Finish Extra attack if enemy is knocked out
- ☐ Improved Cleaving Finish Any number per round

CRITICAL EFFECTS

(require ☐ Critical Focus)

- ☐ Bleeding Critical
- ☐ Blinding Critical
- ☐ Crippling Critical
- ☐ Deafening Critical
- ☐ Dispelling Critical
- ☐ Impaling Critical
- ☐ Improved Impaling Critical
- ☐ Sickening Critical
- ☐ Staggering Critical
- ☐ Stunning Critical
- ☐ Tiring Critical
- ☐ Exhausting Critical

☐ Critical Mastery Apply two critical effects at once

☐ Sneaking Precision Apply a critical effect to the second sneak attack in a round

TEAMWORK FEATS

- ☐ Allied Spellcaster +2 to overcome spell resistance
- ☐ Coordinated Defence +2 to CMD
- ☐ Coordinated Manoeuvres +2 to CMB
- ☐ Duck and Cover Take ally's result on reflex save
- ☐ Lookout Act in surprise round if ally can act
- ☐ Shield Wall +1 / +2 to AC when both using shields
- ☐ Shielded Caster +4 to concentration checks
- ☐ Swap Places Switch places with an ally
- ☐ Back to Back +2 to AC against flanking
- ☐ Improved Back to Back +2 to ally's AC
- ☐ Broken Wing Gambit Grant +2 / +2, get attack of opportunity
- ☐ Cavalry Formation Share space, charge through allied mount
- ☐ Coordinated Charge Charge the same foe as an ally
- ☐ Escape Route Don't provoke AoO when adjacent to an ally
- ☐ Feint Partner When ally feints, enemy loses DEX bonus to AC
- ☐ Improved Feint Partner When ally feints, gain AoO
- ☐ Pack Attack Ally's attack allows you to take 5ft step
- ☐ Seize the Moment AoO when ally confirms critical hit
- ☐ Shake It Off +1 to all saving throws per adjacent ally
- ☐ Tandem Trip When ally is adjacent, roll twice for trip CMB
- ☐ Target of Opportunity Extra attack when ally hits with ranged

ATTACK BONUS

Base Attack Bonus	+	+	+	/ / /
Dexterity	DEX			
Strength rating (composite bow)	STR			
Penalty for insufficient strength	- 2			
Off-hand weapon (crossbow only)	- 4 / - 8			
<input type="checkbox"/> Two-weapon fighting Reduces penalty to:	- 2 / - 2			

Masterwork Doesn't stack with magic bonus	+ 1		
Weapon Focus:	+ 1		
Greater Weapon Focus	+ 2		
Weapon Specialisation:		+ 2	
Greater Weapon Specialisation		+ 4	
Penetrating Strike Ignore damage reduction up to 5/-			
Greater Penetrating Strike Ignore damage reduction up to 10/-			
Improved Critical / Keen weapon / Keen magical effect			x 2 Threat range

Level 20 Weapon Mastery Increased critical range and always confirm critical hits + 1 Multiplier

<input type="checkbox"/> M'wk Base Weapon	Basic Damage	d +	x
+ Special properties	+	+	Weapon Training
<input type="checkbox"/> Weapon Focus (<input type="checkbox"/> Greater)			
<input type="checkbox"/> Weapon Specialisation (<input type="checkbox"/> Greater)			
<input type="checkbox"/> Penetrating Strike (<input type="checkbox"/> Greater)	/ / /	d +	x
<input type="checkbox"/> Improved Critical or Keen weapon			
<input type="checkbox"/> Weapon Mastery			

<input type="checkbox"/> M'wk Base Weapon	Basic Damage	d +	x
+ Special properties	+	+	Weapon Training
<input type="checkbox"/> Weapon Focus (<input type="checkbox"/> Greater)			
<input type="checkbox"/> Weapon Specialisation (<input type="checkbox"/> Greater)			
<input type="checkbox"/> Penetrating Strike (<input type="checkbox"/> Greater)	/ / /	d +	x
<input type="checkbox"/> Improved Critical or Keen weapon			
<input type="checkbox"/> Weapon Mastery			

Haste One extra attack at full bonus	+ 1		
Favoured Enemy	1		
	2		
	3		
Morale Bonus Inspire Courage and similar	+	+	

Half of Ranger's Favoured Enemy bonus granted to allies within 30ft

SUBTOTAL BUFFS & TEAMWORK

<input type="checkbox"/> Hammer the Gap On a successful attack	+1 per successive hit		
<input type="checkbox"/> Point-blank shot Within 30ft	+1	+1	
<input type="checkbox"/> Precise shot No penalty firing into melee			
<input type="checkbox"/> Clustered shots Group arrows to overcome damage reduction			
<input type="checkbox"/> Bullseye shot Line up shot as a move action	+4		
<input type="checkbox"/> Focused shot Within 30ft		INT	
<input type="checkbox"/> Rapid shot Extra attack at full	-2		
<input type="checkbox"/> Manyshot Shoot two arrows simultaneously			
<input type="checkbox"/> Snap shot AoO with a ranged weapon within 5ft			
<input type="checkbox"/> Improved snap shot AoO with a ranged weapon within 15ft			
<input type="checkbox"/> Greater snap shot Damage and critical confirmation bonus		+	
<input type="checkbox"/> Shot on the run Attack at any point during your move			
<input type="checkbox"/> Vital Strike Extra damage dice	+ 1 die		
<input type="checkbox"/> Improved Vital Strike	+ 2 dice		
<input type="checkbox"/> Greater Vital Strike	+ 3 dice		
<input type="checkbox"/> Devastating Strike +2 per extra die		+	
<input type="checkbox"/> Improved Devastating Strike +2 per die	+		to confirm criticals
<input type="checkbox"/> Critical Focus	+ 4 to confirm criticals		

INVENTORY

Light Load	Carried Items	lb
<div>lb</div>	Weapons, Ammo	lb
Medium Load	Armour, Shield	lb
<div>lb</div>	Worn Items	lb
Heavy Load	Scrolls, Potions, Wands, Components	lb
<div>lb</div>	Total Weight	lb

MONEY

WANDS

WANDS

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ARMOUR

SHIELD

SHIELD



SCROLLS

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EQUIPMENT

Headband

Neck / Throat

Properties

Chest

Properties

Arms / Wrists

Properties

POTIONS

POTIONS

CHARACTER BACKGROUND

Name

Origin

PORTRAIT



APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

ORIGINS

Parents



Country

/ Region

/ Town

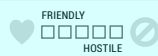


AFFILIATIONS

Religion



Employer



Current Country

/ Region

/ Town



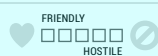
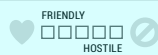
Affiliation



Affiliation



FRIENDS AND FOES





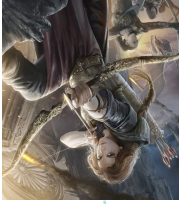
Name

Name

STR	DEX	CON	INT	WIS	CHA
STR	DEX	CON	INT	WIS	CHA
AC	Touch	Flat-footed			
AC	AC	AC			
CMB	CMD	Flat-footed			
CMB	CMD	CMD			
SAVING THROWS					
Fortitude	Reflex	Will			
FORT	REF	WILL			

INITIATIVE

-  Cut out carefully with a sharp knife or scissors, using the | marks as guides
-  Fold along the dotted lines, making sure the  hatched areas are hidden or face down
-  Optionally, fix it with glue

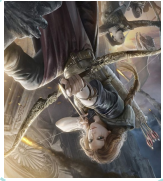


Name

Name

STR	DEX	CON	INT	WIS	CHA
STR	DEX	CON	INT	WIS	CHA
AC	Touch	Flat-footed			
AC	AC	AC			
CMB	CMD	Flat-footed			
CMB	CMD	CMD			
SAVING THROWS					
Fortitude	Reflex	Will			
FORT	REF	WILL			

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Name

Name

STR	DEX	CON	INT	WIS	CHA
STR	DEX	CON	INT	WIS	CHA
AC	Touch	Flat-footed			
AC	AC	AC			
CMB	CMD	Flat-footed			
CMB	CMD	CMD			
SAVING THROWS					
Fortitude	Reflex	Will			
FORT	REF	WILL			

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