



パスファインダーRPG キャラクターシート

キャラクター名 属性 プレイヤー名
キャラクタークラスとレベル 信仰する神格 出身地
種族 サイズ 性別 年齢 身長 体重 髪の色 瞳の色

Ability score table with columns for ability name, value, modifier, current value, and temporary modifier. Includes HP and non-lethal damage sections.

AC (Armor Class) calculation: AC = 10 + armor + shield + Dexterity modifier + size modifier + armor bonus + arcane bonus + other modifiers.

Combat AC and Standstill Status AC sections.

Saving Throws table for Fortitude, Reflex, and Will, including base, ability, magic, other, and temporary modifiers.

Combat bonuses: Basic Attack Bonus, CMB (Combat Maneuver Bonus), and CMD (Combat Maneuver Defense).

Weapon table with columns for Type, Range, Ammunition, Damage, Attack Bonus, and Critical.

Weapon table with columns for Type, Range, Ammunition, Damage, Attack Bonus, and Critical.

Weapon table with columns for Type, Range, Ammunition, Damage, Attack Bonus, and Critical.

Weapon table with columns for Type, Range, Ammunition, Damage, Attack Bonus, and Critical.

Weapon table with columns for Type, Range, Ammunition, Damage, Attack Bonus, and Critical.

Movement Speed table with columns for feet and mass, including flight, water, climbing, and burrowing.

技能 (Skills)

Skills table with columns for skill name, count, ability modifier, rank, and other modifiers. Lists skills like Intimidation, Stealth, Acrobatics, etc.

Class Skills *Acquired class skills
Condition modifier:

修得言語: