

NOTE: If you would like to edit this for your use, you will need to make a copy of this file into your own Google Drive.

INSTRUCTIONS: Click [File] -> [Make a Copy]

Items in **red text** are optional or not applicable to all characters.

PAIZO FORUM PbP HEADERS

To generate the correct order, paste the information in the indicated fields in your character's profile:

[Gender:] ancestry (**ethnicity**) class (**subclass**) # | HP ## | AC # |

[Race:] F +# R +# W +# | **Resist type #, type #** | Perc +# (**special senses**) | Stealth +# |

[Classes/Levels:] # ft | Hero 1/3 | **FP ##** | **Spells 1: #/#, 2: #/#, etc. . .** | **◆** | **◇** | **↺** | Active Conditions: - -

REFERENCE

◆ | ◆◆ | ◆◆◆ | ◇ ◆ | ↺

Proficiency Bonus:

U = 0

T = 2 + Level

E = 4 + Level

M = 6 + Level

L = 8 + Level

PROFILE TEMPLATE

[spoiler=PFS Information]

[b]PFS Number:[/b]

[b]Experience:[/b]

[b]Total Gold Earned:[/b]

[b]Training:[/b] Scrolls/Spells/Swords/Generalist/Field Agent

[i]Major Faction Reputation[/i]

[b]Envoy's Alliance:[/b]

[b]Grand Archive:[/b]

[b]Horizon Hunters:[/b]

[b]Vigilant Seal:[/b]

[i]Minor Factions[/i]
[b]Radiant Oath:[/b]
[b]Verdant Wheel:[/b]
[i]All Faction Reputation[/i]
[b]Total (Sum of the Above) Reputation:[/b]

[b]Reputation Tiers[/b]
[b]0-19:[/b] Ignored
[b]20-59:[/b] Liked
[b]60-119:[/b] Admired
[b]120 (maximum):[/b] Revered
[/spoiler]

[spoiler=Character Name] (alternatively, replace the entire Spoiler with [b]Character Name[/b])
[b]Ethnicity:[/b]
[b]Nationality:[/b]
[b]Birthplace:[/b]
[b]Age:[/b]
[b]Gender & Pronouns:[/b]
[b]Stature:[/b]
[b]Build:[/b]
[/spoiler]
[b]ancestry[/b] (heritage)
[b]background[/b]
[b]class[/b] (subclass); [b]Level:[/b] #
[b]Size[/b] [b]trait(s)[/b]
[b]Faith:[/b]
[b]Languages:[/b]

[b][i>ABILITY SCORES[/i>

[b]STR[/b] +#, [b]DEX[/b] +#, [b]CON[/b] +#
[b]INT[/b] +#, [b]WIS[/b] +#, [b]CHA[/b] +#

[b][i>SENSES[/i>
[dice=[b]Perception[/b] (UTEMPL)]1d20+#[/dice]
[b]Special Senses:[/b]

[b][i>DEFENSES[/i>

[b]HIT POINTS:[/b] ##

[b]ARMOR CLASS[/b]

[b]AC:[/b] # (10 + (# DEX) + (# proficiency) + (# item))
[b]Shield:[/b] + # Hardness # Max HP ## / BT # Current HP ##

[i]Unarmored:[/i] (**UTEMPL**), [i]Light:[/i] (**UTEMPL**), [i]Medium:[/i] (**UTEMPL**), [i]Heavy:[/i] (**UTEMPL**)

[b]SAVING THROWS[/b]
[dice=[b]Fortitude[/b] (E)]1d20+#[/dice] (save result modification, e.g., S->CS)
[dice=[b]Reflex[/b] (T)]1d20+#[/dice] (save result modification)
[dice=[b]Will[/b] (E)]1d20+#[/dice] (save result modification)
[b]Notes:[/b] **resistances, weaknesses**

[b][i]OFFENSE[/i][/b]

[b]Class DC:[/b] # (10 + (# key stat) + (# proficiency) + (# item))

[b]Speed:[/b] # ft; **special movement speeds**

[b]Melee Strikes[/b]

[b]{weapon} (traits)[/b]
[dice=weapon (UTEMPL)]1d20+#[/dice]
[dice=damage type]1d#+#[/dice]

[b]Ranged Strikes[/b]

[b]{weapon} (traits) (range # ft)[/b]
[dice=weapon (UTEMPL)]1d20+#[/dice]
[dice=damage type]1d#+#[/dice]

[b]Weapon Proficiencies[/b]
[i]Simple:[/i] (**UTEMPL**), [i]Martial:[/i] (**UTEMPL**), [i]Advanced:[/i] (**UTEMPL**), [i]Other:[/i] (**UTEMPL**)

[spoiler=MAGIC]

[b]Spell Attack Roll:[/b] + # = ((# highest known tradition modifier) + (# TEML))
[b]Spell DC:[/b] # = (10 + (# highest known tradition modifier) + (# TEML))

[b]Spell Slots per Day[/b]
[b]Cantrips:[/b] #
[b]1st:[/b] #, [b]2nd:[/b] #[/b]
[b]Bonus (source):[/b] #

[b]Spells **Memorized/Repertoire**[/b] (duplicate as necessary if multiple Repertoires)

[b]Cantrips (1st):[/b]

[b]1st:[/b]

[b]SPELL BOOK[/b] (duplicate as necessary if multiple spell books)

[b]1st:[/b]

[/spoiler]

[b][i]SKILLS[/i]/[/b]

[dice=[b]Acrobatics[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b]Arcana[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b]Athletics[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Crafting[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Deception[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Diplomacy[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Intimidation[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Lore (subject)/[/b] (UTEMPL)]1d20+#[/dice] (duplicate as needed)

[dice=[b>Medicine[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Nature[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Occultism[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Performance[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Religion[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Society[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Stealth[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Survival[/b] (UTEMPL)]1d20+#[/dice]

[dice=[b>Thievery[/b] (UTEMPL)]1d20+#[/dice]

[b][i>FEATS:[/i]/[/b]

[b>Ancestry Feats and Abilities[/b]

Ancestry Ability:

Heritage Ability:

1st: (feat)

[b>Skill Feats[/b]

Background: (feat)

2nd: (feat)

[b>General Feats[/b]

3rd: (feat)

[b>Class Feats and Abilities[/b]

Feature 1st: (duplicate as necessary)

2nd: (feat)

[b]Bonus Feats[/b]

(feat) (source, e.g., natural ambition)

[b][i]EQUIPMENT[/i][/b]

[b]Held Items:[/b]

[b]Worn Items:[/b]

[b]Stowed Items:[/b]

[spoiler=Invested Items] (increase as needed for feats or class features that increase maximum investment)

1. magic item

2. magic item

3. magic item

4. magic item

5. magic item

6. magic item

7. magic item

8. magic item

9. magic item

10. magic item

[/spoiler]

[b]Bulk:[/b] # (Encumbered at: # = 5 + (# STR); Maximum at: # = 10 + (# STR))

[b]Coins:[/b] gp
