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<http://www.libreoffice.org/>

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Introduction to LibreOffice Calc

1. LibreOffice calc is a program designed for performing calculations with, analyzing, and organizing data. Columns (vertical) are labeled with letters of the alphabet along the top. Rows (horizontal) are labeled with numbers along the left side. The intersection of rows and columns forms cells. For example, the top-left-most cell is A1, because it is in Column A and Row 1.
2. In order to fit cells to the background image (the character sheet) I used the Merge and Center button. This takes a group of cells and turns them into one big cell. A merged cell is identified by the designation of the top-left-most cell that it contains.
3. Near the top of the screen should be a long white box. This is the formula bar. To make it appear or disappear, go to the View menu and click on Formula Bar. The formula bar displays what has actually been entered in the currently selected cell.
4. To make a cell perform a calculation, you start by entering an equal sign “=”. You then follow it with any number of basic math operations or more complex functions.
 1. While entering a formula in a cell, you can click on another cell, and that cell's designation will be inserted. For example, I type “=” in cell A1, then click on cell B1, and finally press enter. The formula bar for A1 now reads “=B1”. So, if B1 is blank, there will be a “0” in A1. If I enter “5” in B1, A1 will change to display “5”.
 2. You can use “+” to add, “-” to subtract, “*” to multiply, and “/” to divide.
 3. I select A1, then click in the formula bar. I then type “+” so the formula reads “=B1+”. Finally I click on cell C1, making the formula “=B1+C1”, and press enter. Thus, cell A1 is equal to the sum of the cell one column to the right (B1) and the cell two columns to the right (C1). If I enter “4” in B1 and “9” in C1, A1 will change to display “13”.
5. Functions consist of specific text, followed by an opening parentheses “(”, followed by the function's parameters, and ending with a closing parentheses “)”. Here are the three functions used in these character sheets:
 1. The int() function takes whatever is inside the parentheses and cuts off the decimal portion, leaving only the whole number. For example, I type “=int(” in A1, click on B1 to make the formula “=int(B1”, type “)” to make A1 “=int(B1)”, then press enter. Now if I enter “9” in B1, A1 displays “9”. However, if I enter “4.6” in B1, A1 displays “4”.
 2. The if() function chooses between two different options based on a condition. The format for the if function is: if(condition, value if true, value if false). For example, I enter the following in A1: “=if(B1=7,5,0)”. Thus, if B1 is equal to 7, A1 displays “5”. If B1 equals anything other than 7, A1 displays “0”.
 1. You can use the following simple comparisons for the condition in an if statement:
 1. equal to “=”, less than “<”, and greater than “>”
 3. The and() function checks to see if a set of conditions are true. The format for the and function is: and(condition1, condition2, condition3, etc...). This function is used in the condition of the if function. I enter “=if(and(B1=0,C1=0),1,2)” in A1. If both B1 and C1 are equal to 0, A1 displays “1”. If either or both B1 and C1 are not equal to 0, A1 displays “2”.

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Advanced Topics in LibreOffice Calc

1. You can enter text in formulas and functions, as long as it is enclosed in quotation marks. You can also combine text and calculations using the ampersand "&" character. For example, I enter the following in A1: [= "The integer in B1 is: "&int(B1)& "."]. If I enter "8.9" in B1, A1 will display "The integer in B1 is: 8."
2. The null character, represented by two quotation marks one after the other, containing nothing, is a valid text character, and can be used in if() statements and with "&"
3. The default setting for cells in Calc has word-wrap disabled. This means that text stays on a single line; even if your text becomes longer than the cell is wide, it will stay on one line and some of it will be cut off and unreadable. If word-wrap is enabled, text will be broken up onto multiple lines to fit within the width of the cell. To enable word wrap, select a cell, go to the Format menu, click on Cells..., click on the Alignment tab, and check the "Wrap text automatically" checkbox.
4. You can create much more advanced switching algorithms by nesting if() functions. For example, say I want A1 to display whether B1 is negative, zero, or positive. I enter the following in A1: [=if(B1<0,"Negative",if(B1=0,"Zero","Positive"))]. If I enter "-6" in B1, A1 displays "Negative". If I enter "0" in B1, A1 displays "Zero". If I enter "10" in B1, A1 displays "Positive".
5. You can also put if() functions in place of numbers. For example, I enter the following in A1: [=B1+if(C1>0,3,0)] So, if C1 is less than one, A1 displays B1. If C1 is greater than zero, A1 displays B1 plus 3.
6. There is something called Conditional Formatting (accessible via the Format menu). It allows you to have the background color, font size, etc. of the selected cell(s) change when a condition is met. Usually the condition is based on selected cell, so "Cell value is" is selected by default. You then choose "equal to", "greater than", "less than", etc. and enter a value in the last box. Then you choose a style to apply when the condition is met (or click New Style...). Instead of "Cell value is" you can also choose "Formula". It will then apply the conditional formatting when the formula you enter in the box evaluates to true (e.g. you enter "and(B1>0,C1>0)").
7. Finally, I would like to mention hyperlinks. First enter some text in a cell. Then highlight that text, and finally click the hyperlink button (a globe with a chain on it). You can then create a link to a website using the Internet tab by entering the URL in the Target box (e.g. make hyperlinks on your spell sheet to those spell descriptions on d20pfsrd.com). You can also make hyperlinks to other files using the Document tab and browsing for the file which will be entered in the Path box.
 1. Note: for whatever reason, word wrap does not work on hyperlinks.

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Important Usage Notes

1. I have encountered a problem where, by zooming in or out, the cells of the spreadsheet no longer line up with the background image. Please note that I created all of these sheets at 190% zoom due to the laptop I was using. If a specific zoom level looks misaligned, try going a little higher or lower; for example, 130% might look terrible, while 140% might look great. These zooms (except 190%) might vary from system to system.
2. I have tried to make these sheets printable, but I make no guarantees. If you want a printed version, I recommend you print out one of Happy Camper Co's original blank sheets. They are higher quality and there is no danger of misaligned text.
3. Although some boxes may look blank, they may actually have formulas that aid in calculation. Please do not edit any boxes that do not exist on the character sheet.
4. You should enter a capital "X" in all checkboxes (e.g. class skills). Not only are they formatted to look best with an "X", but the +3 for class skills will not work if you enter something else.
5. Some boxes will turn yellow, blue, or green when they require your input. Once you enter something valid, the color will go away.
6. On some sheets, I included certain information I thought very important. For example, on the Cleric sheet, under the spells box on the front page, it says: "Note: Domain Spells not included". Please feel free to delete anything beginning with "Note:".
7. The automations in these sheets do not account for multi-classing. If you are familiar with how LibreOffice Calc or Microsoft Excel work, modifying the formulas should be relatively straightforward. Otherwise, I recommend you use the "PF Generic edit" sheet for multi-class characters and do the calculations manually.

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General Calculation Notes

1. List of calculations for all sheets (including Animal Companion, Mount, and Eidolon):
 1. ability modifiers calculated based on ability scores
 2. modifiers distributed to skills, initiative, AC, saves, CMB, and CMD
 3. normal, touch, and flat-footed AC
 4. class skills automatically add the +3 if they have at least one rank
 5. your total ranks in all skills is displayed above the ranks column in the skills table
 6. lift off ground, lift over head, and push or drag (based on Heavy Load)
2. List of calculations for all sheets (except Extra Pages)
 1. total weight carried (only includes entries in the big table at the top of the page)
 2. feat boxes with a yellow background represent normal feats earned at odd-numbered levels
 1. boxes with a blue background represent bonus feats earned for the particular class
 2. put extra feats (e.g. human bonus feat) in any of the boxes that say "Extra Feat"
3. The following apply to all sheets (except Generic):
 1. BAB is calculated and distributed to CMB and CMD
 2. base saves are calculated
 3. skills with actual check marks are already considered class skills for the purpose of the +3
4. Although touch and flat-footed AC are automatically calculated, you have to be careful depending on your character attributes. Size, deflection, and misc. apply to AC, touch, and flat-footed. This could cause a problem if, for example, you take the dodge feat and put the +1 in the misc. box. Your calculated flat-footed would be inaccurate because you loose dodge bonuses to AC when flat-footed.
5. Skill checks, saves, initiative, CMB, CMD, and AC all use the relevant ability score modifier from the Temp Modifier column. This allows you to change an ability score in the Temp Score column and have it affect all relevant statistics (e.g. your dexterity increased to 16 from 12 when you took a *Potion of Cat's Grace*, and so you enter "16" in the Temp Score column for dexterity).
6. As per the Pathfinder rules, spell save DCs, special ability DCs, etc. are based on the Temp Modifier column. Bonus spells, barbarian rage rounds, cleric daily channels, etc. are based on the Ability Modifier column. This is because certain class features are not affected by temporary ability score increases.
7. If you have a feat or other such ability/attribute that increases a DC or per day ability (e.g. you take Extra Rage as a barbarian) and would like to modify the relevant box without removing the automatic calculation, do the following:
 1. select the box
 2. click in long white box near the top of the screen so the cursor is at the end of the text
 3. type "+#" where # is the extra bonus (e.g. for Extra Rage type: "+6")
 4. press enter

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Generic

1. On the back page, in the spells area, is a box that says "None". If you are playing a spellcaster, select the box, click the arrow that appears to the right, and select your casting stat. Your save DCs and bonus spells will be filled in automatically.
2. Recommended extra pages:
 1. [Campaign Notes](#)

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Barbarian

1. List of automations:
 1. Front
 1. number of rounds of rage per day is calculated
 2. damage reduction will be displayed
 3. trap sense will be displayed at the bottom of the Modifiers box located next to saves
 2. Back
 1. rage powers boxes will turn yellow at each level you gain one
 2. all rage stats, including max HP while raging, are calculated
 3. an X will appear in the Tireless Rage checkbox
2. The rage stats on the back page use your ability scores in the Temp Score column. Please note that rage is a morale bonus and does not stack with other morale bonuses that may be affecting your strength, constitution, (or will save); only apply the higher of the two bonuses. In addition, changing the values in the Temp Scores column on the Front page is an easy way to temporarily update your skill checks and fortitude save while raging; however, doing so will render the Strength, Constitution, and HP sections of the rage stats on the Back page inaccurate.
3. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)

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Bard

1. List of automations:
 1. Front
 1. rounds per day of bardic performance is calculated
 2. spells per day are displayed, including bonus spells
 3. attack bonus for melee and ranged touch attacks is calculated
 4. spell DC modifier is displayed
 5. half your bard level is already added to knowledge checks
 6. concentration check bonus is calculated at the bottom of the skill table
 2. Back
 1. spells known are displayed
 2. spells per day are displayed
 3. bonus spells are displayed
 4. spell save DCs are displayed
 5. bardic performance DC is displayed
 6. all the different bardic performances will be displayed as you level
 1. their bonuses and DCs are automatically calculated
 2. in the Page Ref. column are links to their explanations (www.d20pfsrd.com)
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Skill DCs](#)
 3. [Extended Inventory](#)
 4. [Spells \(0-6\) 10ea](#) (for class spells)
 5. [Blank Spells](#) (for scrolls, staves, potions, etc.)

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Cleric

1. List of automations:
 1. Front
 1. channels per day is calculated
 2. spells per day are displayed, including bonus spells
 1. NOTE: these values do not include cleric domain spells
 3. attack bonus for melee and ranged touch attacks is calculated
 4. spell DC modifier is displayed
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 1. NOTE: the "+1" represents cleric domain spells
 2. bonus spells are displayed
 3. spell save DCs are displayed
 4. channel energy healing/damage is displayed
 5. channel energy save DC is displayed
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Spells \(0-9\) 6ea](#) (for most commonly prepared class spells)
 3. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 4. [Animal Companion](#) (if you took the animal domain)

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Druid

1. List of automations:
 1. Front
 1. wild shape per day is displayed
 2. spells per day are displayed, including bonus spells
 3. attack bonus for melee and ranged touch attacks is calculated
 4. spell DC modifier is displayed
 5. the +2 for knowledge(nature) and survival are already entered in the Misc. column
 6. concentration check bonus is calculated at the bottom of the skills table
 7. wild empathy bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 2. bonus spells are displayed
 3. spell save DCs are displayed
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Spells \(0-9\) 6ea](#) (for most commonly prepared class spells)
 4. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 5. [Animal Companion](#)
 6. [Common Summons](#)

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Fighter

1. List of Calculations
 1. Back
 1. weapon training boxes will turn yellow
 2. bonuses for weapon groups are calculated
2. There are exactly as many feat boxes on this sheet as a fighter gets feats (21), so if you get an extra feat for being a human, etc, I recommend either putting it in the notes section of the first feat box, or on the first line of racial traits.
3. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)

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Monk

1. List of automations
 1. Front
 1. by entering “S” or “M” in the blue Size box your unarmed strike damage is displayed
 2. wisdom bonus to AC is placed in the Armor Bonus box
 3. monk AC bonus is placed in the Shield Bonus box
 4. size bonus to AC is calculated
 5. base speed plus monk fast movement is displayed in the Armor Speed box
 6. slow fall distance is displayed in the Burrow Speed box
 7. ki points are calculated
 8. starting at level 3, the BAB box for CMB uses monk level instead of actual BAB
 9. wisdom bonus and monk AC bonus are already calculated in CMD
 10. flurry of blows bonus is calculated; in the special properties box:
 1. enter “1” after “Weapon finesse? (no=0, yes=1):” to add your Dex mod to flurry attack bonuses if it is higher than your Str mod
 2. place bonuses to flurry attacks after “Misc. mods for flurry attack bonus:” and it will be added to all your flurry of blows bonuses
 11. unarmed strike attack bonuses are calculated (iterative attacks will be displayed)
 1. enter attack bonuses to unarmed strike after “Att mods:”
 2. enter damage bonuses to unarmed strike after “Dmg mods:”
 2. Back
 1. the bonus feats “Improved Unarmed Strike” and “Stunning Fist” are already filled in
 2. ki ability boxes will turn yellow
2. There are exactly as many feat boxes on this sheet as a monk gets feats (18), so if you get an extra feat for being a human, etc, I recommend either putting it in the first feat box where Improved Unarmed Strike currently is, or on the first line of racial traits.
3. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)

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Paladin

1. List of automations
 1. Front
 1. damage reduction will be displayed
 2. at level 2 charisma bonus is added to saving throws under Misc. Modifier column
 3. lay on hands per day is calculated
 4. smite evil calculations:
 1. uses per day
 2. attack bonus
 3. damage vs. evil
 4. damage vs. undead
 5. deflection bonus to AC
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 2. bonus spells are displayed
 3. spell save DCs are displayed
 4. channel energy healing/damage and save DC are calculated
 5. lay on hands: uses per day, touch attack bonus, healing, damage
 6. mercies boxes turn yellow as you earn them
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Spells \(0-6\) 10ea](#) (for most commonly prepared spells)
 4. [Mount](#) (if you choose that option for divine bond)

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Ranger

1. List of automations
 1. Front
 1. concentration check bonus is calculated at the bottom of the skills table
 2. wild empathy bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 2. bonus spells are displayed
 3. spell save DCs are displayed
 4. combat style feat boxes will turn yellow
 5. favored enemy boxes will turn yellow
 6. favored terrain boxes will turn yellow
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Skill DCs](#)
 3. [Spells \(0-6\) 10ea](#) (for most commonly prepared spells)
 4. [Animal Companion](#) (if you choose that option for Hunter's Bond)

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Rogue

1. List of automations
 1. Front
 1. trap sense will be displayed at the bottom of the Modifiers box located next to saves
 2. sneak attack damage is calculated
 3. bonus to perception checks to locate traps is displayed in Modifiers under the skills table
 2. Back
 1. rogue talent boxes will turn yellow
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Skill DCs](#)
 4. [Extended Inventory](#)
 5. [Blank Spells](#) (for scrolls, staves, potions, etc.)

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Sorcerer

1. List of automations
 1. Front
 1. spells per day are displayed, including bonus spells
 2. attack bonus for melee and ranged touch attacks is calculated
 3. spell DC modifier is displayed
 4. spell failure % is calculated based on the boxes for armor and shield in inventory sheet
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. bonus feat “Eschew Materials” is already filled in
 2. spells known are displayed
 3. spells per day are displayed
 4. bonus spells are displayed
 5. spell save DCs are displayed
 6. save DC for powers is calculated
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Spells \(0-9\) 6ea](#) (for class spells)
 1. NOTE: there are only 6 lines for level 0 spells, but you will eventually know 9
 3. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 4. [Familiar](#) (if you choose that option for the arcane bond feature of the arcane bloodline)

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Wizard

1. List of automations
 1. Front
 1. spells per day are displayed, including bonus spells
 2. attack bonus for melee and ranged touch attacks is calculated
 3. spell DC modifier is displayed
 4. spell failure % is calculated based on the boxes for armor and shield in inventory sheet
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. bonus feat “Scribe Scroll” is already filled in
 2. if you put how many of each level spell you know in the spells known boxes, the small number above that column shows the pages they take up in your spellbook
 3. spells per day are displayed
 4. bonus spells are displayed
 5. spell save DCs are displayed
 6. save DC for powers is calculated
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Variable Spells \(0-2\)](#) and [Variable Spells \(3-9\)](#) (for class spells)
 3. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 4. [Familiar](#) (if you choose that option for arcane bond)
 5. [Common Summons](#)

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Alchemist

1. List of automations
 1. Front
 1. poison resistance/immunity is displayed at the bottom of the Modifiers box next to saves
 2. bombs per day is calculated
 3. extracts per day are displayed, including bonus extracts
 4. attack bonus for melee and ranged touch attacks is calculated
 5. spell DC modifier is displayed
 6. bomb attack bonus, damage, splash damage, and save DC is calculated
 7. concentration check bonus is calculated at the bottom of the skills table
 8. bonus to craft(alchemy) checks to create alchemical items is displayed in Modifiers under the skills table
 2. Back
 1. bonus feats “Brew Potion” and “Throw Anything” are already filled in
 2. spells per day are displayed
 3. bonus spells are displayed
 4. spell save DCs are displayed
 5. changes to ability scores due to mutagen are calculated based on the values entered in the Mutagen Bonus
 6. changes to AC are calculated based on the value entered in Nat Armor Bonus
 7. discoveries boxes will turn yellow
2. There are not enough boxes in the discoveries section; it is missing spaces for the two discoveries that are learned at level 20 along with the grand discovery. I recommend putting them on the last line along with the grand discovery, or in the Notes box.
3. The mutagen stats on the back page use your ability scores in the Temp Score column. Please note that mutagen is an alchemical bonus and does not stack with other alchemical bonuses that may be affecting your strength, dexterity, or constitution; only apply the higher of the two bonuses. In addition, changing the values in the Temp Scores column on the Front page is an easy way to temporarily update your skill checks and saves while using your mutagen; however, doing so will render the adjusted ability scores on the Back page inaccurate.
4. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Variable Spells \(0-2\)](#) and [Variable Spells \(3-9\)](#) (for class spells)
 4. [Blank Spells](#) (for scrolls, staves, potions, etc.)

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Antipaladin

1. List of automations
 1. Front
 1. damage reduction will be displayed
 2. at level 2 charisma bonus is added to saving throws under Misc. Modifier column
 3. touch of corruption per day is calculated
 4. smite good calculations:
 1. uses per day
 2. attack bonus
 3. damage vs. good
 4. damage vs. cleric
 5. deflection bonus to AC
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 2. bonus spells are displayed
 3. spell save DCs are displayed
 4. channel energy healing/damage and save DC are calculated
 5. touch of corruption: uses per day, touch attack bonus, healing, damage
 6. cruelties boxes turn yellow as you earn them
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Spells \(0-6\) 10ea](#) (for most commonly prepared spells)
 4. [Mount](#) (if you choose that option for fiendish boon)

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Cavalier

1. List of automations
 1. Front
 1. challenges per day are calculated
 2. Back
 1. feat boxes will turn green for a teamwork feat earned from the tactician class feature
 2. bonus damage for challenges is displayed
 3. an X will appear in the Demanding Challenge checkbox
 4. tactician duration and uses per day are displayed
 5. an X will appear in the Swift Action and Two T.W. Feats checkboxes
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Animal Companion](#)

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Inquisitor

1. List of automatoions
 1. Front
 1. at level 2 wisdom modifier is added to initiative
 2. judgement per day is displayed
 3. spells per day are displayed, including bonus spells
 4. attack bonus for melee and ranged touch attacks is calculated
 5. spell DC modifier is displayed
 6. half your inquisitor level is already added to intimidate checks
 7. concentration check bonus is calculated at the bottom of the skills table
 8. bonus to knowledge checks to learn about creatures is displayed under the skills table
 9. at level 2, bonus to survival for tracking is displayed under the skills table
 2. Back
 1. spells known are displayed
 2. spells per day are displayed
 3. bonus spells are displayed
 4. spell save DCs are displayed
 5. bonuses for each different judgment are displayed
 6. uses per day of switching most recently used teamwork feat is displayed
 7. teamwork feat boxes will turn yellow
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Skill DCs](#)
 3. [Spells \(0-6\) 10ea](#) (for class spells)
 4. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 5. [Animal Companion](#) (if you choose the animal domain)

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Oracle

1. List of automations
 1. Front
 1. spells per day are displayed, including bonus spells
 2. attack bonus for melee and ranged touch attacks is calculated
 3. spell DC modifier is displayed
 4. half your inquisitor level is already added to intimidate checks
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 2. bonus spells are displayed
 3. spell save DCs are displayed
 4. save DC for revelation power is calculated
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Spells \(0-9\) 6ea](#) (for most commonly prepared class spells)
 3. [Blank Spells](#) (for scrolls, staves, potions, etc.)

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Summoner

1. List of automations
 1. Front
 1. summon monster uses per day and max spell level are displayed
 1. e.g. “6-IV” means 6 per day and Summon Monster IV
 2. spells per day are displayed, including bonus spells
 3. attack bonus for melee and ranged touch attacks is calculated
 4. spell DC modifier is displayed
 5. spell failure % is calculated based on the boxes for armor and shield in inventory sheet
 6. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. spells known are displayed
 2. spells per day are displayed
 3. bonus spells are displayed
 4. spell save DCs are displayed
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Spells \(0-6\) 10ea](#) (for class spells)
 4. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 5. [Eidolon](#) or [Eidolon Quadruped](#) or [Eidolon Serpent](#)
 6. [Common Summons](#)

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Witch

1. List of automations
 1. Front
 1. spells per day are displayed, including bonus spells
 2. attack bonus for melee and ranged touch attacks is calculated
 3. spell DC modifier is displayed
 4. spell failure % is calculated based on the boxes for armor and shield in inventory sheet
 5. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. spells per day are displayed
 2. bonus spells are displayed
 3. spell save DCs are displayed
 4. hex boxes will turn yellow
 5. hex save DC is calculated
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Variable Spells \(0-2\)](#) and [Variable Spells \(3-9\)](#) (for class spells)
 3. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 4. [Familiar](#)

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Magus

1. List of automations
 1. Front
 1. arcane pool points are displayed
 2. spells per day are displayed, including bonus spells
 3. attack bonus for melee and ranged touch attacks is calculated
 4. spell DC modifier is displayed
 5. spell failure % is calculated based on the boxes for armor and shield in inventory sheet
 6. concentration check bonus is calculated at the bottom of the skills table
 2. Back
 1. if you put how many of each level spell you know in the spells known boxes, the small number above that column shows the pages they take up in your spellbook
 2. spells per day are displayed
 3. bonus spells are displayed
 4. spell save DCs are displayed
 5. magus arcana boxes will turn yellow
2. Recommended extra pages:
 1. [Campaign Notes](#)
 2. [Maneuvers & Actions](#)
 3. [Variable Spells \(0-2\)](#) and [Variable Spells \(3-9\)](#) (for class spells)
 4. [Blank Spells](#) (for scrolls, staves, potions, etc.)
 5. [Familiar](#) (if you choose the familiar magus arcana)

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Extra Pages

1. These are pages that provide reference or more room to record character information. For each class, I recommend some extra pages that might be useful.
2. Here is how to add one of these pages to an existing editable character sheet:
 1. open the character sheet to which you want to add an extra page
 2. right-click on any of the sheets (Front, Inventory, or Back) or the green “+”
 3. choose Insert Sheet from the menu
 4. near the bottom, select From File
 5. click browse
 6. find and select “PF Class CS Extra Pages edit.ods” then press Open
 7. after a few seconds a list of the sheets in that file will be displayed in the white box
 8. click on the sheet you want to add
 9. make sure the Link checkbox is not checked
 10. click OK to add the sheet
 11. you can click and drag the new sheet left and right to change the order of the sheets
3. Some of these sheets require you to enter your Level, Casting Modifier, etc. You could manually enter these, or you can make them equal to the corresponding box on your existing character sheet. After adding the extra page to your existing character sheet:
 1. select the box in the extra sheet that requires a value (e.g. Druid Level on the Animal Companion sheet)
 2. type “=”
 3. go to the sheet where the value is located (e.g. click on the Front tab)
 4. click on the box that contains the value (e.g. click on the Caster Level box)
 5. the white formula bar should now have something like “=Front.B60”, “Back.O21”, etc.
 6. press enter
 7. the box on the extra sheet should now automatically update to be equal to the box you chose on the other sheet
 8. NOTE: if you are trying to make a box on an extra sheet equal to your BAB box for a full BAB progression class (Barbarian, Fighter, Paladin, Ranger, Antipaladin, Cavalier) you should instead make it equal to the box containing your class level, due to how the BAB box may have been formatted

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Maneuvers & Actions

1. on the left are explanations of combat maneuvers
 1. your CMB is calculated and distributed to the CMB boxes for the different maneuvers
2. on the right is a list of actions grouped by type and whether they provoke attacks of opportunity

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Skill DCs

1. this page lists DCs and explanations for common skill checks

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Campaign Notes

1. this page is a good place to write down names, places, events, and your character's background
2. if you want to insert a picture in the Portrait area, follow these steps:
 1. click on the portrait box
 2. go to the Insert menu
 3. hover over Picture
 4. click on From File...
 5. browse and select the file
 6. click Open
3. if the picture does not fit properly:
 1. select the picture so the green resizing boxes are visible
 2. hold down the Shift key to keep the ratio between height and width the same
 3. drag the bottom-right green box while holding the shift key
 4. or you can ignore the shift key if you don't care about distortions in proportion

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Actions & Notes

1. on the left is a list of actions grouped by type and whether they provoke attacks of opportunity
2. on the right is a place to write down names, places, events, and your character's background
3. for an explanation on how to insert an image in the Portrait box, see: [Campaign Notes](#)

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Maneuvers & Notes

1. on the left are explanations of combat maneuvers
 1. your CMB is calculated and distributed to the CMB boxes for the different maneuvers
2. on the right is a place to write down names, places, events, and your character's background
3. for an explanation on how to insert an image in the Portrait box, see: [Campaign Notes](#)

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Skills & Notes

1. on the left is a list of DCs and explanations for common skill checks
2. on the right is a place to write down names, places, events, and your character's background
3. for an explanation on how to insert an image in the Portrait box, see: [Campaign Notes](#)

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Extended Inventory

1. this page has a huge number of boxes in which to place inventory items
 1. the sum of any weight values entered in the main table is displayed in the Total Weight box
 2. there are also spaces for staves, wands, and containers

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Blank Spells

1. this spell sheet has a total of 54 ungrouped lines
 1. good sheet for recording the details of spells from scrolls or staves
2. it also has places for spells known, bonus spells, spells per day, save DCs, and powers
 1. bonus spells and save DCs are calculated based on the Key Stat Modifier box

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Spells (0-6) 10ea

1. this spell sheet has 7 groups of 10 lines, 1 group per spell level from 0-6
 1. good sheet for a Bard, Paladin, Ranger, Antipaladin, Inquisitor, or Summoner

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Spells (0-9) 6ea

1. this spell sheet has 10 groups of 6 lines, 1 group per spell level from 0-9
 1. could be used to record most common spells for a Cleric, Druid, or Oracle
 2. also good for a Sorcerer, although they quickly learn more than six 0-level spells

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Variable Spells (0-2)

1. this spell sheet has more lines for lower spell levels and fewer lines for higher spell levels:
 - 0 level – 20 lines
 - 1st level – 18 lines
 - 2nd level – 16 lines
2. good for a Wizard, Alchemist, Witch, or Magus in conjunction with Variable Spells (3-9)
3. it also has places for spells known, bonus spells, spells per day, save DCs, and powers
 1. bonus spells and save DCs are calculated based on the Key Stat Modifier box

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Variable Spells (3-9)

1. this spell sheet has more lines for lower spell levels and fewer lines for higher spell levels:
 - 3rd level – 13 lines
 - 4th level – 10 lines
 - 5th level – 9 lines
 - 6th level – 8 lines
 - 7th level – 8 lines
 - 8th level – 7 lines
 - 9th level – 7 lines
2. good for a Wizard, Alchemist, Witch, or Magus in conjunction with Variable Spells (0-2)

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Animal Companion

1. List of automations:
 1. the following are displayed in the Abilities section:
 1. number of HD
 2. skill points
 3. feats
 4. natural armor bonus
 5. str/dex bonus
 6. bonus tricks
2. Although there are no actual class skill checkboxes, you can still enter an “X” in the cells directly to the left of the Skill Name lines and the +3 will calculate correctly.
3. To the right of the saves, CMB, and CMD boxes are zeros. You can enter miscellaneous modifiers in these boxes (e.g. size, morale, feats) and they will be added to the box directly to the left. Saves already include base save and ability modifier. CMB already includes BAB, Str, and subtracts the size modifier in the AC section. CMD already includes BAB, Str, Dex, subtracts the size modifier in the AC section, and adds 10.
4. If you are a cleric with the animal domain or a ranger with an animal companion, remember that you should enter your character level minus 3 in the Druid Level box.

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Mount

1. List of automations:
 1. damage reduction, spell resistance, and energy resistance will be displayed
 2. the following are displayed in the Abilities section:
 1. number of HD
 2. skill points
 3. feats
 4. natural armor bonus
 5. str/dex bonus
 6. bonus tricks
 7. a link to the Celestial Template (for paladins)
 8. a link to the Advanced Template (for antipaladins)
2. Although there are no actual class skill checkboxes, you can still enter an “X” in the cells directly to the left of the Skill Name lines and the +3 will calculate correctly.
3. To the right of the saves, CMB, and CMD boxes are zeros. You can enter miscellaneous modifiers in these boxes (e.g. size, morale, feats) and they will be added to the box directly to the left. Saves already include base save and ability modifier. CMB already includes BAB, Str, and subtracts the size modifier in the AC section. CMD already includes BAB, Str, Dex, subtracts the size modifier in the AC section, and adds 10.

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Familiar

1. List of automations:
 1. intelligence score is calculated
 2. spell resistance will be displayed
 3. natural armor bonus is displays in the Abilities section
2. To the right of the CMB and CMD boxes are zeros. You can enter miscellaneous modifiers in these boxes (e.g. size, morale, feats) and they will be added to the box directly to the left. CMB already includes BAB, Str, and subtracts the size modifier in the AC section. CMD already includes BAB, Str, Dex, subtracts the size modifier in the AC section, and adds 10.

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Eidolon

1. List of automations:
 1. HP at 100-1,000 and 1,000-10,000 feet is calculated
 2. the sum of the evolution points for all the evolutions is displayed as a small number above the Point column in the Evolutions section
 3. total evolution pool is calculated
 4. the following are displayed in the Appearance/Description section:
 1. number of HD
 2. skill points
 3. feats
 4. armor/natural armor bonus
 5. str/dex bonus
 6. max attacks
2. To the right of the CMB and CMD boxes are zeros. You can enter miscellaneous modifiers in these boxes (e.g. size, morale, feats) and they will be added to the box directly to the left. CMB already includes BAB, Str, and subtracts the size modifier in the AC section. CMD already includes BAB, Str, Dex, subtracts the size modifier in the AC section, and adds 10.

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Eidolon Quadruped

1. the only difference between this sheet and the [Eidolon](#) sheet is the picture in the bottom right

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Eidolon Serpent

1. the only difference between this sheet and the [Eidolon](#) sheet is the picture in the bottom right

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Common Summons

1. this is a great sheet for anyone who summons, whether it be a Summoner, Wizard, Cleric, etc.
 1. it's not a bad idea to add this sheet to your existing character sheet more than once

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