CLEAR CHARACTER INFO

RESET CHARACTER SHEET

# PATHFINDER ROLEPLAYING GAME

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

| CHARACTER | RACE & LA | SIZE | GENDER | PLAYER | HEIGHT | WEIGHT | HAIR | EYES | SKIN |
|---|---|---|---|---|---|---|---|---|---|
| Esma | human | medium | female | | 5' 8" | 110 | brown & gold | green | olive |

| AGE | ALIGNMENT | DEITY | HOMELAND & BACKGROUND | OCCUPATION |
|---|---|---|---|---|
| 26 | CG | Desna | Varisia | |

LANGUAGES: common

CLEAR CHARACTER STATS

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---|---|---|---|---|---|---|
| STR | 11 | 0 | 11 | | | |
| DEX | 20 | 5 | 18 | 2 | | |
| CON | 12 | 1 | 12 | | | |
| INT | 10 | 0 | 10 | | | |
| WIS | 15 | 2 | 15 | | | |
| CHA | 10 | 0 | 10 | | | |

ABILITY SCORE & RACIAL NOTES

## HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 17

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 17

## CLASS RECORDER

| CLASS NAME | HP GAINED | HD | FAVORED CLASS | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS |
|---|---|---|---|---|---|---|---|---|---|---|
| Warpriest | 15 | 2 | | 1 | 6 | 2 | 3 | 0 | 3 | 2 |
| TOTALS | | | | 1 | 6 | 2 | 3 | 0 | 3 | 2 |

CONDITIONS & MISCELLANEOUS TRACKING

## ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

| ARMOR CLASS | TOTAL | | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
|---|---|---|---|---|---|---|---|---|---|---|---|
| AC | 18 | =10+ | 3 | 0 | 5 | | | | | | |
| TOUCH | 15 | =10+ | | | 5 | | | | | | |
| FLAT-FOOT | 13 | =10+ | 3 | 0 | 0 | | | | | | |

ARMOR CHECK PENALTY: -1

MAXIMUM DEX: 5

SPELL FAILURE: 15%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

| SAVING THROWS | TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP |
|---|---|---|---|---|---|---|
| FORT | 4 | 3 | 1 | | | |
| REF | 5 | 0 | 5 | | | |
| WILL | 5 | 3 | 2 | | | |

| ATTACKS | TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC |
|---|---|---|---|---|---|---|
| MELEE ATTACK MODIFIER | 1 | 1 | | 0 | | |
| RANGED ATTACK MODIFIER | 6 | 1 | | 5 | | |
| CMB | 1 | 1 | STR | 0 | | |
| CMD | 16 | =10+ BAB 1 | DODGE & DEFLECT | STR & DEX 5 | | |

## FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

* TRAITS *: Reckless: acrobatics +1 & class skill

Strong Arm Supple Wrist: move 10' then + 10' to range increment of thrown weapons

Thrill Seeker (Desna): 1/day roll acrobatics 2x and take best

DRAWBACK: Provincial: -2 diplomacy and sense movtive vs diff alignments

*** BLESSINGS *** - 3 + half level / day (4)

Good: Holy Strike: 1 min align weapon good, 1d6 v Evil

Luck: Lucky Presence: touch ally, roll twice take better - ability check, attack roll, saving throw, or skill check

** SACRED WEAPON ** (starknife): 1d6

** FERVOR ** (half level + WIS times / day (3))

- 1d6 heal touch, std action (swift on self);

- cast 1 spell on only self as swift action

********** FEATS **********

Weapon Focus (Starknife): +1 atk

Weapon Finesse: dex to melee atk w/ light & finesse weapons

Starry Grace: dex to damage w/ starknife

## SKILLS

CLEAR SKILLS

RANKS TOTAL: 6

| | | TOTAL | RANKS | ABILITY | TRAINED | MISC |
|---|---|---|---|---|---|---|
| * ☑ Acrobatics ♦ | DEX | 10 | 2 | 5 | 3 | 1 |
| * ☐ Appraise | INT | 0 | | 0 | | |
| * ☐ Bluff | CHA | 0 | | 0 | | |
| * ☑ Climb ♦ | STR | -1 | | 0 | | |
| * ☑ Craft: | INT | 0 | | 0 | | |
| * ☑ Diplomacy | CHA | 0 | | 0 | | |
| ☐ Disable Device ♦ | DEX | | | 5 | | |
| * ☐ Disguise | CHA | 0 | | 0 | | |
| * ☐ Escape Artist ♦ | DEX | 4 | | 5 | | |
| * ☐ Fly ♦ | DEX | 4 | | 5 | | |
| ☑ Handle Animal | CHA | | | 0 | | |
| * ☑ Heal | WIS | 6 | 1 | 2 | 3 | |
| * ☑ Intimidate | CHA | 0 | | 0 | | |
| ☑ Kn: Engineering | INT | | | 0 | | |
| ☑ Kn: Religion | INT | 5 | 2 | 0 | 3 | |
| ☐ Kn: | INT | | | 0 | | |
| ☐ Kn: | INT | | | 0 | | |
| ☐ Kn: | INT | | | 0 | | |
| ☐ Kn: | INT | | | 0 | | |
| ☐ Linguistics | INT | | | 0 | | |
| * ☐ Perception | WIS | 2 | | 2 | | |
| * ☐ Perform: | CHA | 0 | | 0 | | |
| ☑ Prof: Fisherman | WIS | 6 | 1 | 2 | 3 | |
| * ☑ Ride ♦ | DEX | 4 | | 5 | | |
| * ☑ Sense Motive | WIS | 2 | | 2 | | |
| ☐ Sleight of Hand ♦ | DEX | | | 5 | | |
| ☑ Spellcraft | INT | | | 0 | | |
| * ☐ Stealth ♦ | DEX | 4 | | 5 | | |
| * ☑ Survival | WIS | 2 | | 2 | | |
| * ☑ Swim ♦ | STR | -1 | | 0 | | |
| ☐ Use Magic Device | CHA | | | 0 | | |
| ☐ | STR | | | | | |
| ☐ | STR | | | | | |
| ☐ | STR | | | | | |
| ☐ | STR | | | | | |
| ☐ | STR | | | | | |
| ☐ | STR | | | | | |

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
* SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐ /

| | | BASE | FLY | SWIM | CLIMB | MISC |
|---|---|---|---|---|---|---|
| SPEED | 30 | 30 | | | | |

INIT 5 = 5 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES

POOL POINTS

CLEAR STATS

## ARMOR & WEAPONS

CLEAR ARMOR

| | ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|---|---|---|---|---|---|---|---|
| ARMOR | studded leather | 3 | 5 | -1 | 15 | light | 20.0 |
| SHIELD | | | | | | | |

CLEAR WEAPONS

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|---|---|---|---|---|---|---|---|
| starknives (x 4) | +7 melee or ranged | 1d6+5 | x3 | 20 | P | 12.0 | 30' range if move 10' 1st - 3lbs ea. |
| | | | | | | | |
| | | | | | | | |
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## FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

| NAME | USES/DAY | USED |
|---|---|---|
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## FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

| NAME | USES/DAY | USED |
|---|---|---|
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## EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

| ⌘ | ITEM | QTY / USES | WGT N/A | WEIGHT |
|---|---|---|---|---|
| | ** Esma drops her backpack at the beginning of combat | | 31.0 | |
| | **...otherwise, enter 31 in the far right column → → | | | |
| 2 | Backpack | | 2.0 | |
| 1 | Belt Pouch | | 0.5 | |
| 1 | Flint and Steel | | | |
| .2 | Mess Kit | | 1.0 | |
| 10 | Silk Rope | | 5.0 | |
| 1 | Waterskin | | 4.0 | |
| | Trail Rations | | | |
| | Chalk | | | |
| | Soap | | 0.5 | |
| .5 | Fisherman's Kit | | 3.0 | |
| .5 | Blanket | | 3.0 | |
| | Healer's Kit | | | |
| 1 | Grappling Hook | | 4.0 | |
| .8 | Iron Pot | | 4.0 | |
| .1 | Bedroll | | 5.0 | |
| | Candles | | | |
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## EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

| ⌘ | ITEM | QTY / USES | WGT N/A | WEIGHT |
|---|---|---|---|---|
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## WORN MAGIC ITEM EQUIPMENT

CLEAR

| EQUIPMENT SLOTS FOR MAGIC ITEMS | |
|---|---|
| BELT: | |
| BODY: | |
| CHEST: | |
| EYES: | |
| FEET: | |
| HANDS: | |
| HEAD: | |
| HEADBAND: | |
| NECK: | |
| RING: | |
| RING: | |
| SHOULDERS: | |
| WRIST: | |

## BAGS & CONTAINERS

CLEAR CONTAINERS

| ⌘ | CONTAINER | VOLUME/WEIGHT LIMIT/NOTES | WEIGHT |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |

## CURRENCY

CLEAR

| | CARRIED | CARRIED WGT N/A | STORED |
|---|---|---|---|
| PLATINUM | 95 | | |
| GOLD | 9 | | |
| SILVER | | | |
| COPPER | | | |
| | | | |

## TREASURE CARRIED

CLEAR

| ⌘ | TREASURE | WEIGHT |
|---|---|---|
| | | |
| | | |
| | | |

## CARRIED WEIGHT

CLEAR

| ARMOR & WEAPONS | CURRENCY | EQUIPMENT | MISC | TOTAL |
|---|---|---|---|---|
| 32.0 | 2.1 | 0.0 | | 34.1 |

## LOADS & LIFT

CLEAR

| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | N | LIFT ABOVE HEAD | LIFT OFF GROUND | DRAG & PUSH |
|---|---|---|---|---|---|---|
| 38 | 77 | 115 | | 115 | 230 | 575 |
| 0 | 0 | | MODIFIED LOAD | 0 | 0 | 0 |

CURRENT LOAD LIGHT ☑ MEDIUM ❑ HEAVY ❑

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## SPELLS PER DAY

CLEAR

CLASS: Warpriest LEVEL: 2

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---|---|---|---|---|---|---|
| 12 | 0 | 4 | 4 | | | |
| 13 | 1st | 3 | 2 | 1 | | |
| | 2nd | | | | | |
| | 3rd | | | | | |
| | 4th | | | | | |
| | 5th | | | | | |
| | 6th | | | | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

CLOSE: 25FT + 5FT / 2 LVL: 30 MEDIUM: 100FT + 10FT / LVL: 120 LONG: 400FT + 40FT / LVL: 480

| SPELL POINTS | TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|---|---|---|---|---|---|
| | 0 | | | | |

## BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON

BLOODLINE/PATRON

## DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

## WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

## SPELLS PER DAY

CLEAR

CLASS LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---|---|---|---|---|---|---|
| | 0 | | | | | |
| | 1st | | | | | |
| | 2nd | | | | | |
| | 3rd | | | | | |
| | 4th | | | | | |
| | 5th | | | | | |
| | 6th | | | | | |
| | 7th | | | | | |
| | 8th | | | | | |
| | 9th | | | | | |

CLOSE: 25FT + 5FT / 2 LVL: 25 MEDIUM: 100FT + 10FT / LVL: 100 LONG: 400FT + 40FT / LVL: 400

| SPELL POINTS | TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|---|---|---|---|---|---|
| | 0 | | | | |

## SPELLS

CLEAR

| LEVEL | PREP | USED | NAME & DESCRIPTION | SCHOOL | DURATION | RANGE | SAVE | SR | REFERENCE |
|---|---|---|---|---|---|---|---|---|---|
| 0 | | | Light | | | | | | |
| 0 | | | Guidance | | | | | | |
| 0 | | | Read Magic | | | | | | |
| 0 | | | Detect Magic | | | | | | |
| | | | | | | | | | |
| 1 | | | Bless | | | | | | |
| 1 | | | Divine Favor | | | | | | |
| 1 | | | Shield of Faith | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

CLEAR GROUP

CLEAR GROUP

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