CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER	PLAYER
Esma	

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

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
26	CG	Desna	Varisia

LANGUAGES: common

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

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	11	0	11			
DEX	20	5	20			
CON	12	1	12			
INT	10	0	10			
WIS	18	4	16	2		
CHA	10	0	10			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 49

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 49

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
42	7	Warpriest	5	21	7	5	2	5	7
	FAVORED CLASS	TOTALS	5	21	7	5	2	5	7

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	=10+	4	2	5			1	1		
TOUCH	16	=10+			5				1		
FLAT-FOOT	18	=10+	4	2	0			1	1		

ARMOR CHECK PENALTY	0
MAXIMUM DEX	5
SPELL FAILURE	20%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	1	1		
REF	8	2	5	1		
WILL	10	5	4	1		

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	5	5			0		
RANGED ATTACK MODIFIER	10	5			5		
CMB	5	5	STR		0		
CMD	21	=10+	BAB 5	DODGE & DEFLECT 1	STR & DEX 5		

CLEAR NOTES

COMBAT NOTES & MODIFIERS

Blinkback Belt:
:starknife immediately returns after hit/miss
Daredevil Boots: +5 acrobatics to avoid AoO, +2 to following atk
*** SACRED WEAPON *** starknife dmg = 1d8
+1 enhance, rds/day = lvl (7), swift act:
defending, flaming, frost, keen, shock, vicious or +1

*** SACRED ARMOR ***
+1 enhance, rds/day = lvl (7), swift act:
glamered or +1

SKILLS

CLEAR SKILLS

RANKS TOTAL: 21

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☑ Acrobatics ◆	DEX	16	7	5	3	1
☆☐ Appraise	INT	0		0		
☆☐ Bluff	CHA	0		0		
☆☑ Climb ◆	STR	5	2	0	3	
☆☑ Craft:	INT	0		0		
☆☑ Diplomacy	CHA	0		0		
☐ Disable Device ◆	DEX			5		
☆☐ Disguise	CHA	0		0		
☆☐ Escape Artist ◆	DEX	5		5		
☆☐ Fly ◆	DEX	5		5		
☑ Handle Animal	CHA			0		
☆☑ Heal	WIS	9	2	4	3	
☆☑ Intimidate	CHA	0		0		
☑ Kn: engineering	INT	4	1	0	3	
☑ Kn: religion	INT	7	4	0	3	
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Linguistics	INT			0		
☆☐ Perception	WIS	4		4		
☆☐ Perform:	CHA	0		0		
☑ Prof: Fisherman	WIS	8	1	4	3	
☆☑ Ride ◆	DEX	5		5		
☆☑ Sense Motive	WIS	9	2	4	3	
☐ Sleight of Hand ◆	DEX			5		
☑ Spellcraft	INT			0		
☆☐ Stealth ◆	DEX	5		5		
☆☑ Survival	WIS	8	1	4	3	
☆☑ Swim ◆	STR	4	1	0	3	
☐ 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 6 = 5 (DEX MOD) + 1 (MISC MOD)

HERO

SR | DR

RESISTANCES

POOL POINTS

CLEAR STATS

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 (6) - std act
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

*** FERVOR *** (half level + WIS times / day (7))
- 2d6 heal touch, std act (swift on self);
- cast 1 spell on only self as swift action
CHANNEL ENERGY std act, 2 fervor points, 2d6
30' rad, DC = 10+halfLvl+WIS (17) Will save for half dmg

********** FEATS **********
Weapon Focus (Starknife): +1 atk
Weapon Finesse: dex to melee atk w/ light & finesse weapons
Starry Grace: dex to damage w/ starknife
Point-Blank Shot: +1 ranged atk & dmg w/in 30'
Precise Shot: no penalty for ranged atks into melee
Startoss Style: +4 to dmg w/ starknife (swift)
Startoss Comet: if thrown starknife hits, bounce for another atk
Quick Draw: draw weapon as a free action

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	studded leather +1	4	5	0	15	light	20.0
SHIELD	buckler +1	2		0	5		5.0

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
+1 starknife	+12 melee or ranged (+1 w/in 30')	1d8+6 (+1 w/in 30') +4 w/ style	x3	20	P	3.0	30' range if move 10' 1st - 3lbs ea.

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
2	Backpack		2.0	
1	Belt Pouch		0.5	
	Candles			
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	
	Total from above =		31.0	
	Harrow Deck			
	Handy Haversack			
	- 2 pockets hold 2 cubic feet or 20 lbs each			
	- 1 pocket holds 8 cubic feet or 80 lbs			

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Cracked Dusty Rose Prism Ioun Stone: +1 initiative			
	Blinkback Belt			
	Cloak of Resistance +1			
	Headband of Inspired Wisdom +2			
	Boots, Daredevil Softpaws			
	Amulet of Natural Armor +1			
	Ring of Protection +1			

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	Blinkback Belt
BODY:	
CHEST:	
EYES:	
FEET:	Boots, Daredevil Softpaws
HANDS:	
HEAD:	
HEADBAND:	Headband of Inspired Wisdom +2
NECK:	Amulet of Natural Armor +1
RING:	Ring of Protection +1
RING:	
SHOULDERS:	Cloak of Resistance +1
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM		40	
GOLD		6	
SILVER			
COPPER			

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT
	gems worth 100 gp	

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
28.0	0.0	0.0		28.0

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: 7

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	5	5			
15	1st	5	4	1		
16	2nd	4	3	1		
17	3rd	2	1	1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL: 40 | MEDIUM: 100FT + 10FT / LVL: 170 | LONG: 400FT + 40FT / LVL: 680

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						
0			Mending						
1			Divine Favor						
1			Shield of Faith						
1			Entropic Shield						
1			Protection from Evil						
1			Bless						
2			Bear's Endurance						
2			Resist Energy						
2			Weapon of Awe						
2			Blinding Ray						
3			Greater Stunning Barrier						
3			Dispel Magic						

CLEAR GROUP

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