CLEAR CHARACTER INFO

RESET CHARACTER SHEET

Esma

CHARACTER

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

PLAYER

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	24	7	20	4		
CON	12	1	12			
INT	10	0	10			
WIS	19	4	17	2		
CHA	10	0	10			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 79

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 79

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Warpriest	68	11	8	33	11	7	3	7	11
FAVORED CLASS									
TOTALS			8	33	11	7	3	7	11

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	32	=10+	7	4	6		1	2	2		
TOUCH	19	=10+			6		1		2		
FLAT-FOOT	25	=10+	7	4	0			2	2		

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: 6

SPELL FAILURE: 20%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	7	1	1		
REF	11	3	7	1		
WILL	12	7	4	1		

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	8	8			0		
RANGED ATTACK MODIFIER	15	8			7		
CMB	8	8	STR		0		
CMD	28	=10+	BAB 8	DODGE & DEFLECT 3	STR & DEX 7		

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 = 1d10

+2 enhance, rds/day = lvl (11), swift act:

anarchic (2), defending (1), flaming (1), frost (1), keen (1), shock (1), vicious (1) or +2

*** SACRED ARMOR ***

+2 enhance, rds/day = lvl (11), swift act:

glamered (1), energy resist 10 (2), spell resist 13 (2) or +2

SKILLS

CLEAR SKILLS

RANKS TOTAL: 33

		TOTAL	RANKS	ABILITY	TRAINED	MISC
✲☑ Acrobatics ◆	DEX	22	11	7	3	1
✲☐ Appraise	INT	0		0		
✲☐ Bluff	CHA	0		0		
✲☑ Climb ◆	STR	6	3	0	3	
✲☑ Craft:	INT	0		0		
✲☑ Diplomacy	CHA	0		0		
☐ Disable Device ◆	DEX	8	1	7		
✲☐ Disguise	CHA	0		0		
✲☐ Escape Artist ◆	DEX	7		7		
✲☐ Fly ◆	DEX	7		7		
☑ Handle Animal	CHA			0		
✲☑ Heal	WIS	9	2	4	3	
✲☑ Intimidate	CHA	0		0		
☑ Kn: Engineering	INT	4	1	0	3	
☑ Kn: Religion	INT	11	8	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	7		7		
✲☑ Sense Motive	WIS	9	2	4	3	
☐ Sleight of Hand ◆	DEX	8	1	7		
☑ Spellcraft	INT	4	1	0	3	
✲☐ Stealth ◆	DEX	7		7		
✲☑ 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

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 (8) - std act

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

Battle Companion: Sum.Monster.IV, 1 min., good outsider or celestial animal

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

Unlucky Enemy: immediate act., force reroll take lowest

*** FERVOR *** (half level + WIS times / day (9))

- 4d6 heal touch, std act (swift on self); cast spell as swift on self

CHANNEL ENERGY std act, 2 fervor points, 4d6

- 30' rad, DC = 10+halfLvl+WIS (19) 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: +6 to dmg w/ starknife (swift)

Startoss Comet: if thrown starknife hits, bounce for another atk

Quick Draw: draw weapon as a free action

Startoss Shower: when Startoss Comet hits, keep going (2)

Deadly Aim: -3 atk +6 dmg

Dodge: +1 dodge bonus to AC

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐ /

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	30				

INIT 8 = 7 (DEX MOD) + 1 (MISC MOD)

HERO

SR

DR

RESISTANCES: Endure Elements (Constant) -50 to 140 degrees

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	mithral kikko +3	7	6	0	15	light	12.5
SHIELD	buckler +3	4		0	5		5.0

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
+2 starknife	+18 melee or ranged (+1 w/in 30')	1d10+9 (+1 w/in 30') +6 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			
	Wayfinder (w/ above ioun stone): constant endure elements			
	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:	Gloves of Dexterity +4
HEAD:	
HEADBAND:	Headband of Inspired Wisdom +2
NECK:	Amulet of Natural Armor +2
RING:	Ring of Protection +2
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 4,100 gp	

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
20.5	0.0	0.0		20.5

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
38	77	115	N	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: 11

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	5	5			
15	1st	6	5	1		
16	2nd	5	4	1		
17	3rd	5	4	1		
18	4th	3	2	1		
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
50	210	840

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	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	100	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						
1			Haze of Dreams						
2			Resist Energy						
2			Weapon of Awe						
2			Blinding Ray						
2			Shard of Chaos						
2			Bear's Endurance						
3			Dispel Magic						
3			Prayer						
3			Greater Stunning Barrier						
3			Remove Curse						
3			Channel Vigor						
4			Divine Power						
4			Forceful Strike						
4			Restoration						

CLEAR GROUP

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