# Pathfinder Character Sheet

**Character Name:** Kodan

Player Name

**Level:** 11 **XP**

**Hero Points:** **Gain 1** at the start of each session and when granted by the GM. **Spend 1** to reroll a check. **Spend All** to avoid death.

**Ancestry:** Human

Heritage and Traits: Dromaar

Size:

**Background:** Animal Wrangler (Athletics)

Background Notes:

**Class:** Barbarian

Class Notes:

## Attributes

| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
|---|---|---|---|---|---|
| +5 | +2 | +4 | +0 | +2 | +2 |
| Partial Boost | Partial Boost | Partial Boost | Partial Boost | Partial Boost | Partial Boost |

## Defenses

**Armor Class:** 29 = 10 (Base Dex*) + 1 (Prof) + 13 (Item) + 5

* Use armor's Dex cap if lower

**Shield:** +2 — Hardness 5; Max HP 20; BT 10; HP

**Armor Proficiencies:** Unarmored T; Light T; Medium T; Heavy T

| Fortitude | Reflex | Will |
|---|---|---|
| 21 | 17 | 17 |
| 4 + 17 + 0 | 2 + 15 + 0 | 2 + 15 + 0 |
| Con Prof Item | Dex Prof Item | Wis Prof Item |

Defenses Notes: +2fort D.D. +2Fort Gr/Sw suc=crit

## Hit Points

Maximum: 195

Current HP:

Temporary HP: 15

Dying: 0

Wounded:

Resistances and Immunities: Negative -5, Piercing -7, Slashing -7, cold -5

Conditions:

## Skills

| | | | |
|---|---|---|---|
| Acrobatics | 16 | 2 + 13 + 1 − 0 | Dex Prof Item Armor |
| Arcana | 0 | 0 + 0 + 0 | Int Prof Item |
| Athletics | 23 | 5 + 17 + 1 − 0 | Str Prof Item Armor |
| Crafting | 0 | 0 + 0 + 0 | Int Prof Item |
| Deception | 2 | 2 + 0 + 0 | Cha Prof Item |
| Diplomacy | 2 | 2 + 0 + 0 | Cha Prof Item |
| Intimidation | 20 | 2 + 17 + 1 | Cha Prof Item |
| Equine Lore | 13 | 0 + 13 + 0 | Int Prof Item |
| _____ Lore | | + + | Int Prof Item |
| Medicine | 20 | 2 + 17 + 1 | Wis Prof Item |
| Nature | 2 | 2 + 0 + 0 | Wis Prof Item |
| Occultism | 0 | 0 + 0 + 0 | Int Prof Item |
| Performance | 2 | 2 + 0 + 0 | Cha Prof Item |
| Religion | 2 | 2 + 0 + 0 | Wis Prof Item |
| Society | 0 | 0 + 0 + 0 | Int Prof Item |
| Stealth | 2 | 2 + 0 + 0 − 0 | Dex Prof Item Armor |
| Survival | 15 | 2 + 13 + 0 | Wis Prof Item |
| Thievery | 2 | 2 + 0 + 0 − 0 | Dex Prof Item Armor |

Skill Notes: +2 I.P.

## Languages

Common, Orcish

## Perception

18 = 2 + 15 + 1 (Wis Prof Item)

Senses and Notes: Low-Light Vision

## Speed

30 feet

Special Movement:

## Strikes

### Melee Strikes

| Weapon | | | Damage |
|---|---|---|---|
| +2 Weapon Striking T | 22 | 5 + 15 + 2 (Str Prof Item) | 2d12+12 P +1d6 S |
| Traits and Notes: 3rd Party, Grapple, Unarmed, Magical, Sonic, Magical, | | | |
| +2 Weapon Striking T | 22 | 5 + 15 + 2 (Str Prof Item) | 2d4+12 B +1d6 So |
| Traits and Notes: Agile, Finesse, Nonlethal, Unarmed, Magical, Sonic, Ma | | | |
| +2 Weapon Striking E | 22 | 5 + 15 + 2 (Str Prof Item) | 2d8+7 S +1d6 Son |
| Traits and Notes: Two-Hand d12, Magical, Magical, Sonic | | | |

### Ranged Strikes

| Weapon | | | Damage |
|---|---|---|---|
| | | + + (Dex Prof Item) | |
| Traits and Notes | | | |
| | | + + (Dex Prof Item) | |
| Traits and Notes | | | |

**Weapon Proficiencies:** Unarmed T; Simple T; Martial T; Advanced T; Other T

Critical Specializations:

## Class DC

30 = 10 (Base) + 5 (Key) + 15 (Prof) + 0 (Item)

## Reminders

**Proficiency**

- **Untrained** +0
- **Trained** 2 + level
- **Expert** 4 + level
- **Master** 6 + level
- **Legendary** 8 + level

**Action Icons**

- Single Action
- Two-Action Activity
- Three-Action Activity
- Free Action
- Reaction



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## Ancestry and General Feats — Class Abilities

| Level | Ancestry and Heritage Abilities | Boosts | Class Feats and Features |
|---|---|---|---|
| 1 | Dromaar | | Sudden Charge<br>Rage<br>Quick-Tempered |
| | Ancestry Feat: Orc Ferocity | | Instinct (Animal Instinct)<br>Instinct (Deer)<br>Low-Light Vision |
| | Background Skill Feat: Titan Wrestler | | |
| 2 | Skill Feat: Battle Medicine<br>Intimidating Glare | | Class Feat: Raging Intimidation<br>Wrestler Dedication<br>Wrestler Dedication |
| 3 | General Feat: Godless Healing | | Class Feature |
| 4 | Skill Feat: Intimidating Prowess | | Class Feat: Raging Athlete<br>Crushing Grab<br>Crushing Grab |
| 5 | Ancestry Feat: Defy Death | Boosts | Class Feature |
| 6 | Skill Feat: Say that Again! | | Class Feat: Reactive Strike<br>Elbow Breaker<br>Elbow Breaker |
| 7 | General Feat: Toughness | | Class Feature |
| 8 | Skill Feat: Terrifying Resistance | | Class Feat: Friendly Toss<br>Submission Hold<br>Submission Hold |
| 9 | Ancestry Feat: General Training | | Class Feature |
| 10 | Skill Feat: Terrified Retreat | Boosts | Class Feat: Terrifying Howl<br>Whirling Throw<br>Whirling Throw |
| 11 | General Feat: Shield Block | | Class Feature |
| 12 | Skill Feat | | Class Feat |
| 13 | Ancestry Feat | | Class Feature |
| 14 | Skill Feat | | Class Feat |
| 15 | General Feat | Boosts | Class Feature |
| 16 | Skill Feat | | Class Feat |
| 17 | Ancestry Feat | | Class Feature |
| 18 | Skill Feat | | Class Feat |
| 19 | General Feat | | Class Feature |
| 20 | Skill Feat | Boosts | Class Feat |

## Inventory

| Held Items | Bulk |
|---|---|
| Steel Shield | 1 |
| Backpack | 0 |
| Bedroll | L |
| Chalk (10) | 0 |
| Flint and Steel | 0 |
| Rope | L |
| Rations (2) | 0.2 |
| Torch (5) | 0.5 |
| Waterskin | L |
| Soap | 0 |
| Ring of negative energy resistance | 0 |

| Consumables | Bulk |
|---|---|

| Worn Items | Invested | Bulk |
|---|---|---|
| +1 Breastplate | | 2 |
| Bracelets of Dashing | YES | L |
| Stag's Helm | YES | 0 |
| One Hundred Victories | YES | 0 |
| Lifting Belt | YES | L |
| Healer's Gloves | YES | L |

### Bulk

Bulk: 5

**Light Items** 10 light Bulk items = 1 Bulk
**Encumbered Bulk** 5 + Str
**Maximum Bulk** 10 + Str
**Maximum Invested** 10

### Wealth

| CP | SP | GP | PP |
|---|---|---|---|
| 0 | 0 | 0 | 0 |

| Gems and Artwork | Price | Bulk |
|---|---|---|



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## Character Sketch

## Origin and Appearance

| Ethnicity | Nationality | Birthplace | Age | Gender & Pronouns | Height | Weight |
|---|---|---|---|---|---|---|
| | | | Not set | Not set | | |

Appearance

## Personality

Attitude

Deity or Philosophy
Not set

Edicts

Anathema

Likes

Dislikes

Catchphrases

## Campaign Notes

Notes

Allies

Enemies

Organizations

## Actions and Activities

| Name | Actions | Traits | Page # |
|---|---|---|---|
| Battle Medicine | 1 | General, Healing, Manipulate | |

Effects

Prerequisites: trained in Medicine. Requirements: You're holding or wearing a healer's toolkit. You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't

| Name | Actions | Traits | Page # |
|---|---|---|---|
| Elbow Breaker | 1 | | |

Effects

Prerequisites: Wrestler Dedication. Requirements: You have a creature grabbed or restrained. You bend your opponent's body or limbs into agonizing positions that make it difficult for them to maintain their grip. Make an unarmed melee Strike against the

| Name | Actions | Traits | Page # |
|---|---|---|---|
| Friendly Toss | 2 | Manipulate, Rage | |

Effects

Requirements: You are adjacent to an ally and have one or more hands free. You toss your friends around the battlefield. Pick up an adjacent ally of your size or smaller and throw them to an unoccupied space you can see within 30 feet. Their movement

| Name | Actions | Traits | Page # |
|---|---|---|---|
| Rage | 1 | Barbarian, Concentrate, Emo | |

Effects

Requirements: You aren't fatigued or raging. You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. While you are raging: • You deal 2 additional damage on melee Strikes. This

## Free Actions and Reactions

| Name | Traits | Page # |
|---|---|---|
| Orc Ferocity | Orc | |

Trigger You would be reduced to 0 Hit Points but not immediately kille

Effects

Fierceness in battle runs through your blood, and you refuse to fall from your injuries no matter how terrible they may be. You avoid

| Name | Traits | Page # |
|---|---|---|
| Quick-Tempered | Barbarian | |

Trigger You roll initiative.

Effects

Requirements: You are not encumbered or wearing heavy armor. So long as you are able to move freely, your fury is instinctive and

| Name | Traits | Page # |
|---|---|---|
| Reactive Strike | | |

Trigger A creature within your reach uses a manipulate action or a mo

Effects

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the

| Name | Traits | Page # |
|---|---|---|
| Say that Again! | General, Skill | |

Trigger An opponent gets a critical failure when attempting to Demora

Effects

The world is full of obnoxious weasels who think they can pull one over on you - put them in their place! When an adjacent creature



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## Magical Tradition

Arcane Occult
Primal Divine

○ Prepared Caster
○ Spontaneous Caster

## Spell Statistics

**Spell Attack**

TEML + Key Prof

**Spell DC**

TEML 10 + + Base Key Prof

## Cantrips

Cantrips per Day

Cantrip Rank
1/2 your level rounded up

| Name | Actions | Prep |
|---|---|---|
| | | |

## Focus Spells

**Focus Points** ○○○

Focus Spell Rank
1/2 your level rounded up

**Focus Pool** Equals the number of focus spells you have (maximum 3).
**Refocus** Spend 10 minutes to regain 1 Focus Point.

| Name | Actions |
|---|---|
| | |

## Innate Spells

| Name | Actions | Freq |
|---|---|---|
| | | |

## Spell Slots

| Spells per Day | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Spell Rank** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Spells Remaining | | | | | | | | | | |

## Spells

| Name | Actions | Rank | Prep |
|---|---|---|---|
| | | | |

| Name | Actions | Rank | Prep |
|---|---|---|---|
| | | | |

## Rituals

| Name | Rank | Cost |
|---|---|---|
| | | |

| Name | Rank | Cost |
|---|---|---|
| | | |



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