

PATHFINDER

CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

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

CHARACTER NAME
Name

PLAYER NAME
Player

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
Human

BACKGROUND
Noble

CLASS
Fighter

SIZE **M** ALIGNMENT **Chaotic Neutral** TRAITS
Humanoid

DEITY
All of them

LEVEL
5

HERO POINTS

ABILITY SCORES

4 STR MODIFIER STRENGTH SCORE **16**

2 DEX MODIFIER DEXTERITY SCORE **12**

3 CON MODIFIER CONSTITUTION SCORE **14**

1 INT MODIFIER INTELLIGENCE SCORE **10**

2 WIS MODIFIER WISDOM SCORE **14**

1 CHA MODIFIER CHARISMA SCORE **12**

CLASS DC

21 DC BASE = **10** KEY **4** PROF **7** T E M L ITEM

ARMOR CLASS

AC **22** = DC BASE **10** DEX **2** OR **2** CAP **7** PROF **7** T E M L ITEM **3**

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield **+** HARDNESS MAX HP / BT CURRENT HP

SAVING THROWS

FORTITUDE **12** CON **3** PROF **9** ITEM T E M L

REFLEX **11** DEX **2** PROF **9** ITEM T E M L

WILL **9** WIS **2** PROF **7** ITEM T E M L

NOTES

HIT POINTS

73 MAX

CURRENT TEMPORARY

DYING WOUNDED

RESISTANCES AND IMMUNITIES
R:
I:

CONDITIONS

PERCEPTION

9 WIS **2** PROF **7** T E M L ITEM

SENSES
Visione crepuscolare

SPEED **25** FEET MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON **Artigli** **11** = STR **4** PROF **7** T E M L ITEM

DAMAGE DICE **1d6** STR **4** B P S W SPEC OTHER TRAITS **Brawling** **Agile, Finesse, Unarmed**

WEAPON **Bastone Ferrato** **11** = STR **4** PROF **7** T E M L ITEM

DAMAGE DICE **1d4** STR **4** B P S W SPEC OTHER TRAITS **Club** **2H: 1d8**

WEAPON **Tridente +1** **12** = STR **4** PROF **7** T E M L ITEM **1**

DAMAGE DICE **1d8** STR **4** B P S W SPEC OTHER TRAITS **Spear** **Throw 20ft**

RANGED STRIKES

WEAPON **Bombe** **9** = DEX **2** PROF **7** T E M L ITEM

DAMAGE DICE **Var.** SPECIAL B P S W SPEC OTHER TRAITS **Bomb 20ft** **Alchemical, Consumable, Splash, Manipulate**

WEAPON **Giavellotto** **9** = DEX **2** PROF **7** T E M L ITEM

DAMAGE DICE **1d6** SPECIAL **4** B P S W SPEC OTHER TRAITS **Dart, 30ft** **Thrown**

WEAPON **0** = DEX **0** PROF **0** T E M L ITEM

DAMAGE DICE SPECIAL B P S W SPEC OTHER TRAITS

WEAPON PROFICIENCIES

SIMPLE T E M L MARTIAL T E M L OTHER T E M L

Bombe OTHER T E M L

SKILLS

ACROBATICS **9** = DEX **2** PROF **7** T E M L ITEM ARMOR

ARCANA **1** = INT **1** PROF **0** T E M L ITEM

ATHLETICS **11** = STR **4** PROF **7** T E M L ITEM ARMOR

CRAFTING **10** = INT **1** PROF **9** T E M L ITEM

DECEPTION **8** = CHA **1** PROF **7** T E M L ITEM

DIPLOMACY **8** = CHA **1** PROF **7** T E M L ITEM

INTIMIDATION **1** = INT **1** PROF **0** T E M L ITEM

Alchool LORE **8** = INT **1** PROF **7** T E M L ITEM

LORE **1** = INT **1** PROF **0** T E M L ITEM

MEDICINE **2** = WIS **2** PROF **0** T E M L ITEM

NATURE **2** = WIS **2** PROF **0** T E M L ITEM

OCCULTISM **1** = INT **1** PROF **0** T E M L ITEM

PERFORMANCE **1** = CHA **1** PROF **0** T E M L ITEM

RELIGION **2** = WIS **2** PROF **0** T E M L ITEM

SOCIETY **1** = INT **1** PROF **0** T E M L ITEM

STEALTH **9** = DEX **2** PROF **7** T E M L ITEM ARMOR

SURVIVAL **11** = WIS **2** PROF **9** T E M L ITEM

THIEVERY **9** = DEX **2** PROF **7** T E M L ITEM ARMOR

LANGUAGES

Comune, Amurrun, Silvanico, Dragonico, Goblin

CHARACTER NAME

Player name

March 18, 2023

ANCESTRY

PF: 8

Size: M

Speed: 25ft

Boost: Free, Free(For)

Flaw: Wis

Linguaggi: Common, + Int Mod

Sensi:

Feature

Heritage —

Feature

Ancestry feat 1 —

Action:

Frequency:

Trigger:

Effect:

BACKGROUND —

Boost:

Skill:

Skill feat

Prerequisites:

Effect:

ABILITY BOOSTS E SKILL INCREASE

Ability boost 0 — For, Cos, Int, Sag

Skill increase 3 — Crafting

Aility boost 5 — Str, Des, Cos, Int

Skill increase 5 — Survival

CLASS 5

PF: 10 + M.Cos

Boost:

Skill:

TS:

Weapons and Armor proficiency:

CLASS FEATURES

CLASS FEATS

FEATS:

Skill Feat 2 —

TRAIT GLOSSARY

agile Weapon trait. *The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.*

brawling Weapon group, critical specialization. *The target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn.*

finesse Weapon trait. *You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.*

formulario Formula Book: A formula book holds the formulas necessary to make items other than the common equipment from this chapter; alchemists typically get one for free. Each formula book can hold the formulas for up to 100 different items. Formulas can also appear on parchment sheets, tablets, and almost any other medium; there's no need for you to copy them into a specific book as long as you can keep them on hand to reference them.

gather informations Skill exploration activity: *You use Diplomacy to canvass the area to learn about a specific individual or topic (page 246).*

unarmed Weapon trait. *An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.*

weapon group A weapon or unarmed attack's group classifies it with similar weapons. Groups affect some abilities and what the weapon does on a critical hit if you have access to that weapon or unarmed attack's critical specialization effects; for full details, see page 283.