

# 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	KEY	PROF	T	E	M	L	ITEM
= 10		4	7	•				

### 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			REFLEX			WILL		
12	CON	PROF	11	DEX	PROF	9	WIS	PROF
3		9	2		9	2		7
ITEM	T	E	ITEM	T	E	ITEM	T	E
	•			•			•	

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	DAMAGE	STR	PROF	T	E	M	L	ITEM
Artigli	1d6	4	7	•				
WEAPON	DAMAGE	STR	PROF	T	E	M	L	ITEM
Bastone Ferrato	1d4	4	7	•				
WEAPON	DAMAGE	STR	PROF	T	E	M	L	ITEM
Tridente +1	1d8	4	7	•				1

### RANGED STRIKES

WEAPON	DAMAGE	DEX	PROF	T	E	M	L	ITEM
Bombe	Var.	2	7	•				
WEAPON	DAMAGE	DEX	PROF	T	E	M	L	ITEM
Giavellotto	1d6	2	7	•				
WEAPON	DAMAGE	DEX	PROF	T	E	M	L	ITEM
		0	0					

### WEAPON PROFICIENCIES

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

Bombe

### SKILLS

SKILL	DEX	PROF	T	E	M	L	ITEM	ARMOR
ACROBATICS	9	2	7	•				
ARCANA	1	1	0					
ATHLETICS	11	4	7	•				
CRAFTING	10	1	9	•				
DECEPTION	8	1	7	•				
DIPLOMACY	8	1	7	•				
INTIMIDATION	1	1	0					
Alchool LORE	8	1	7	•				
LORE	1	1	0					
MEDICINE	2	2	0					
NATURE	2	2	0					
OCCULTISM	1	1	0					
PERFORMANCE	1	1	0					
RELIGION	2	2	0					
SOCIETY	1	1	0					
STEALTH	9	2	7	•				
SURVIVAL	11	2	9	•				
THIEVERY	9	2	7	•				

### LANGUAGES

Comune, Amurrun, Silvanico, Dragonico, Goblin

# CHARACTER NAME

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**Player name**

March 18, 2023

## ANCESTRY

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**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 —

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**Boost:**

**Skill:**

**Skill feat**

**Prerequisites:**

**Effect:**

## ABILITY BOOSTS E SKILL INCREASE

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**Ability boost 0 — For, Cos, Int, Sag**

**Skill increase 3 — Crafting**

**Aility boost 5 — Str, Des, Cos, Int**

**Skill increase 5 — Survival**

## CLASS 5

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**PF:** 10 + M.Cos

**Boost:**

**Skill:**

**TS:**

**Weapons and Armor proficiency:**

## CLASS FEATURES

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### CLASS FEATS

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**FEATS:**

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**Skill Feat 2 —**

## TRAIT GLOSSARY

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**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.