

PATHEFINDER

Player

Campaign

XP

CHARACTER



Name

Race

Human (AZ/anth.)

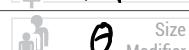
Size

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ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	16	+6	6	STR	
DEX	20		5	DEX	
CON	14		2	CON	
INT	16		0	INT	
WIS	16	+6	6	WIS	
CHA	10		0	CHA	

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS & SPECIAL ABILITIES

point blank shot
 precise shot
 Rapid shot
 many shot
 clustered shot
 Improved initiative
 Hammer the gap

Teamwork —
 Escape route
 look out
 Duck & Cover

LANGUAGES

CLASSES

1 Infiltrator

2

3

4

5

Favoured class
+1 per level

Skill Ranks

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+2d6 to ev.1

INITIATIVE			
INITIATIVE BONUS	Feats	Training	Misc
13	$= D5X + 4 + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$		
SPEED			
SPEED	Speed with Armour	Temp Speed	
ft sq	ft sq	ft sq	
Swim Speed	Fly Speed	Climb Speed	
ft sq	ft sq	ft sq	
BASE ATTACK			
BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK	
10	16	15	
Temp Attack Bonus	Morale Bonus	Buffs	Nerfs
$+ \underline{\hspace{1cm}}$	$+ \underline{\hspace{1cm}}$	$- \underline{\hspace{1cm}}$	$- \underline{\hspace{1cm}}$
Temp Damage Bonus	Morale Bonus	Buffs	Nerfs
$+ \underline{\hspace{1cm}}$	$+ \underline{\hspace{1cm}}$	$- \underline{\hspace{1cm}}$	$+ \underline{\hspace{1cm}}$
Conditional Modifiers			

ATTACKS				
Longbow		+1 Adaptive Holy	Seeking	
Range	Type	Attack Bonus	Damage	
110 ft	sq	14	$1d8+6$	
Ammo	100	#	Special Ammo	
		+ 1 #		
Elf same arrow x4				
Range	Type	Attack Bonus	Damage	
ft sq			d	
Longsword +1		Attack Bonus	Damage	
Range	Type			
ft sq			d	
Range	Type	Attack Bonus	Damage	
ft sq			x	
Range	Type	Attack Bonus	Damage	
ft sq			d	
Range	Type	Attack Bonus	Damage	
ft sq			x	
Range	Type	Attack Bonus	Damage	
ft sq			d	
Range	Type	Attack Bonus	Damage	
ft sq			x	
COMBAT MANOEUVRES				
COMBAT MANOEUVRE BONUS	Base Attack Bonus	Size Modifier	Misc	
16	$= STR + BAB$		$+ \underline{\hspace{1cm}}$	
COMBAT MANOEUVRE DEFENCE	Dodge Modifier	Deflection Modifier	Base Attack Bonus	
30	$= 10 + STR + DEF$	$+ \underline{\hspace{1cm}}$	10	
FLAT-FOOTED CMD	Deflection Modifier	Base Attack Bonus	Size Modifier	
26	$= 10 + STR$	$+ \underline{\hspace{1cm}}$		
Temp CMB	Temp CMD	Conditional Modifiers		
$+ CMB$	$+ CMD$			
SAVES				
FORTITUDE SAVE	Base	Racial	Misc	Temp
14	$= CON + 9 + \underline{\hspace{1cm}} + 3$			$+ \underline{\hspace{1cm}}$
REFLEX SAVE	12	$= DEX + 9 + \underline{\hspace{1cm}} + 3$		$+ \underline{\hspace{1cm}}$
WILL SAVE	18	$= WIS + 9 + \underline{\hspace{1cm}} + 3$		$+ \underline{\hspace{1cm}}$
<input type="checkbox"/> Evasion <input type="checkbox"/> Improved Evasion <input type="checkbox"/> Endurance <input type="checkbox"/> Trap Sense				
Conditional Modifiers				

HEALTH						
HIT POINTS	Wounds	<input type="checkbox"/> Dying	<input type="checkbox"/> Stable			
80	$- 5$	<input type="checkbox"/> Non-lethal	<input type="checkbox"/> Unconscious			
hp	hp	hp	hp			
ARMOUR CLASS						
ARMOUR CLASS	Dodge Modifier	Deflection Modifier	Armour AC	Shield AC	Natural Armour	Size Modifier
24	$= 10 + DEX + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + 6 + \underline{\hspace{1cm}} + 1 + \underline{\hspace{1cm}}$					
FLAT-FOOTED ARMOUR CLASS	19	$= 10 + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + 8 + \underline{\hspace{1cm}} + 1 + \underline{\hspace{1cm}}$				
TOUCH ARMOUR CLASS	14	$= 10 + DEX + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$				
Temp AC	Spell Resistance	Conditional Modifiers				
$+ AC$						
Damage Reduction						
/						

INVENTORY	
Value	Weight
Books + 2 knowledge	
religious	
ghost book	
Slay arrow	Mystic
	as an

ARMOUR			
<i>Chain shirt</i>			
Properties			
Type	Max Speed	Max AC DEX	
Check Penalty	ft sq	4	AC
Weight	Spell Failure	Armour AC	A
	lb %		4
SHIELD			

EQUIPMENT	
Head / Hat / Mask	
Properties	
Headband	at wisdom
Properties	# 6

	#	
	#	
	#	
	#	

Light Load	Carried Items	lb
	Weapons, Ammo	lb
Medium Load	Armour, Shield	lb
		lb
Heavy Load	Worn Items	lb
	Scrolls, Potions,	lb
	Wands, Components	lb
	Total Weight	lb

MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

WANDS

- Hands
- Properties
- Ring ring and force shield
- Properties
- Ring ring of protection
- Properties

Clothes / Body
Properties
Arms / Wrists
<u>Greater Greaves of Archery</u>
Properties
+2 to AC
+1 to damage
Feet
<u>Boots of Speed</u>
Properties
<u>Archvaled Greaves</u>
<u>Extra attack</u>

SCROLLS

POTIONS	
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POTIONS

INQUISITOR

Caster Level
12

DEITY

Desna



DOMAIN

Domain

Chaos

Granted Power
Touch of Chaos makes misfortune
Chaos blade anarchic

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
6		0	
6		1	7
6		2	7
5		3	6
4		4	5
3		5	4
3		6	3

WIS WIS - 4 WIS - 8 WIS - 12



Spell Save DC = 10 + WIS + Spell Level

The inquisitor cannot cast spells of an alignment opposed to her own or her deity's.

SKILLS

MONSTER LORE

Knowledge

$$+6 = 6$$

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidate

$$+7 \quad \{ \quad 14 \div 2$$

Inquisitor Level

Sense Motive

$$+7 \quad \{ \quad 14 \div 2$$

Level 2 Track

$$+7 \quad \leftarrow$$

CUNNING INITIATIVE

Initiative

$$+6 = 6$$

TEAMWORK FEATS

Level CURRENT FEATS

Inquisitor Level

Misc

$$3 \quad 4 = (14 \div 3) +$$

Temporary feat

- Escape route
- Look out
- duck + cover
-
-

BANE

Level 5

Weapon Enhancement

$$+2$$

$$+2 + 2d6$$

Damage Bonus

Level 12

Bonus

$$+2$$

$$+2 + 4d6$$

BANE PER DAY

14 rds

= 14 +

Misc

Bane Rounds Today



DISCERN LIES

DISCERN LIES PER DAY

Inquisitor Level

Misc

Discern Lies Today



$$14 = 14 +$$

KNOWN SPELLS

Brand

Acid Splash

Deaf Magic

Guidance

Command

Comprehend Languages

Forbid Action

Sanctuary

My. Circle

0

Sift

Read Magic

True Strike

Cure Light Wounds



2



3



4



5



6



JUDGEMENT

JUDGEMENTS PER DAY

Inquisitor Level

Misc

$$5 = (14 \div 3) +$$

(Round up)

Level 1

Invoke one Judgement on your foes and receive a bonus as long as you are in combat.

Judgements Today



5-LEVEL BONUS

$$+3 = 1 + (14 \div 5)$$

Inquisitor Level

3-LEVEL BONUS

$$+5 = 1 + (14 \div 3)$$

Inquisitor Level

Level 8

Invoke two judgements at once

Level 16

Invoke three judgements at once

Destruction

Damage bonus



3-Level Bonus

Healing

Fast healing per round



3-Level Bonus

Justice

Attack bonus

From level 10, bonus doubles to confirm critical hits



5-Level Bonus

Piercing

Overcome spell resistance



3-Level Bonus

Protection

Armour class bonus

From level 10, bonus doubles against critical hits



5-Level Bonus

Purity

Saving throw bonus



5-Level Bonus

Resilience

Damage reduction



5-Level Bonus

Resistance

Energy resistance bonus



3-Level Bonus

Smiting

Your weapon counts as magical for bypassing damage resistance.

Level 6 Your weapon also counts as aligned, to an alignment that matches your own.

Level 10 Your weapon also counts as adamantine for overcoming damage resistance.



SPELL BOOK

Spell Level



School

Spell Level



School

Spell Level



School

School