

PATHFINDER

CHARACTER SHEET

CHARACTER NAME

Baccara Helleborus

LEVEL

XP
1 410

HERO POINTS

X

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

Fetchling

Heritage and Traits

Deep Fetchling (Void)

Size

med

BACKGROUND

Criminal

Background Notes

CLASS

Rogue

Class Notes

Thief

ATTRIBUTES

+2 Strength
Partial Boost**+4** Dexterity
Partial Boost**+1** Constitution
Partial Boost**+2** Intelligence
Partial Boost**+0** Wisdom
Partial Boost**+0** Charisma
Partial Boost

DEFENSES

Armor Class Shield



Hardness Max HP BT HP

Unarmored Light Medium Heavy

Armor Proficiencies

10 + 4 + 3 + 1

Base Dex* Prof Item
* Use armor's Dex cap if lower

Fortitude

+4
1 + 3 + 0
Con Prof Item

Reflex

+9
4 + 5 + 0
Dex Prof Item

Will

+5
0 + 5 + 0
Wis Prof Item

Defenses Notes

HIT POINTS

Maximum

17

Current HP

17

Temporary HP

0
Dying 0/0/0
Wounded 0/3

Resistances and Immunities

void 1

Conditions

SKILLS

Acrobatics

+7T
E
M
L4 + 3 + 0 - 1
Dex Prof Item Armor

Arcana

+2T
E
M
L2 + 0 + 0
Int Prof Item

Athletics

+5T
E
M
L2 + 3 + 0 - 1
Str Prof Item Armor

Crafting

+5T
E
M
L2 + 3 + 0
Int Prof Item

Deception

+3T
E
M
L0 + 3 + 0
Cha Prof Item

Diplomacy

+3T
E
M
L0 + 3 + 0
Cha Prof Item

Intimidation

+0T
E
M
L0 + 0 + 0
Cha Prof Item

Underworld Lore

+5T
E
M
L2 + 3 + 0
Int Prof Item

Lore

+5T
E
M
L+ +
Int Prof Item

Medicine

+0T
E
M
L0 + 0 + 0
Wis Prof Item

Nature

+3T
E
M
L0 + 3 + 0
Wis Prof Item

Occultism

+5T
E
M
L2 + 3 + 0
Int Prof Item

Performance

+0T
E
M
L0 + 0 + 0
Cha Prof Item

Religion

+3T
E
M
L0 + 3 + 0
Wis Prof Item

Society

+2T
E
M
L2 + 0 + 0
Int Prof Item

Stealth

+7T
E
M
L4 + 3 + 0 - 1
Dex Prof Item Armor

Survival

+3T
E
M
L0 + 3 + 0
Wis Prof Item

Thievery

+7T
E
M
L4 + 3 + 0 - 1
Dex Prof Item Armor

Skill Notes

LANGUAGES

necril, petran, common,
shadowtongue

PERCEPTION

+5T
E
M
L0 + 5 + 0
Wis Prof Item

Senses and Notes

Darkvision

SPEED

25

feet

Special Movement

STRIKES

Melee Strikes

Weapon

Starknife

+7T
E
M
L4 + 3 + 0
Str Prof Item

Damage

1d4 + 4 (+1d6 sneak)

B
P
S

Traits and Notes Agile, Deadly d6, Finesse, Thrown 20, Versatile S

Weapon

Sword Cane

+7T
E
M
L4 + 3 + 0
Str Prof Item

Damage

1d6 + 4 (+1d6 sneak)

B
P
S

Traits and Notes Agile, Concealable, Finesse

Weapon

Unarmed Attack

+7T
E
M
L4 + 3 + 0
Str Prof Item

Damage

1d4 + 4 (+1d6 sneak)

B
P
S

Traits and Notes Agile, Finesse, Nonlethal, Unarmed

Ranged Strikes

Weapon

Bottled Lightning (Lesser)

+7T
E
M
L4 + 3 + 0
Dex Prof Item

Damage

1d6 + 1 electricity (+1d ...)

B
P
S

Traits and Notes Alchemical, Bomb, Consumable, Electricity, Infused, Range 20, Splash

Weapon

Dread Ampoule (Lesser)

+7T
E
M
L4 + 3 + 0
Dex Prof Item

Damage

1d6 + 1 mental (+1d6 s ...)

B
P
S

Traits and Notes Alchemical, Bomb, Consumable, Emotion, Fear, Infused, Mental, Poison, Range 20, Splash

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

T
E
M
L

Critical Specializations

CLASS DC

17

10 + 4 + 3 + 0

Base Key Prof 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

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat Slink; Skill Feat: Pickpocket	Rogue's Racket (Thief), Sneak Attack, Surprise Attack
	Background Skill Feat Experienced Smuggler	Bonus Feats: Proper Flanking
2	Skill Feat	Class Feat
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry Feat	Boosts
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat	Boosts
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat	Boosts
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat	Boosts

Held Items

3 Starknife

Sword Cane

Bulk

0.1

1

Consumables

2 Elixir of Life (Minor)

Giant Centipede Venom

Numbing Tonic (Minor)

Void Shard (black)

Bulk

0.1

0.1

0.1

0.1

Worn Items

Bottled Lightning (Lesser)

Dread Ampoule (Lesser)

Leaf Weave

Invested

Bulk

0.1

0.1

1

BULK

Bulk

3

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

WEALTH

CP

0

SP

0

GP

0

PP

0

Gems and Artwork

substructure key

Price

Bulk

0.1

CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
			52	she/her	5'2	125

Appearance
Black hair looks like shadows, medium grey skin, has a shadow that is always changing,

PERSONALITY

Attitude	Deity or Philosophy
	Desna

Edicts aid fellow travelers, express yourself through art and song, find what life has to offer, explore new places	Anathema Foster despair or terror in the innocent, Cast nightmare or use similar magic to corrupt dreams, engage in bigoted behavior
--	---

Likes
being in the dark, chocolate

Dislikes
tons of people

Catchphrases

CAMPAIGN NOTES

Notes

Allies

Enemies

Organizations

ACTIONS AND ACTIVITIES

➤ Plant Evidence
Rogue

PC

FREE ACTIONS AND REACTIONS

