

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	La'Rakim			
PLAYER NAME				
EXPERIENCE POINTS (XP)				

ANCESTRY AND HERITAGE	Elf (Ancient Elf)		
BACKGROUND	Field Medic		
CLASS	Rogue		
SIZE	ALIGNMENT	TRAITS	
NC	N		
DEITY Maradan			
LEVEL 12			
HERO POINTS			

ABILITY SCORES

+0	STR MODIFIER	STRENGTH SCORE	10
+5	DEX MODIFIER	DEXTERITY SCORE	20
+3	CON MODIFIER	CONSTITUTION SCORE	16
+4	INT MODIFIER	INTELLIGENCE SCORE	18
+4	WIS MODIFIER	WISDOM SCORE	18
+0	CHA MODIFIER	CHARISMA SCORE	10

CLASS DC

31	= DC BASE	KEY	PROF	TEM L	ITEM
		5	16	✓	

SPEED 35 FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	23	=	STR	PROF	TEM L	ITEM
			5	16	✓	2

DAMAGE	DICE	STR	EX B	W SPEC	OTHER	TRAITS
	3d6	5	<input type="checkbox"/> B <input checked="" type="checkbox"/> P <input type="checkbox"/> S	2	1d6 (Cold) 1d6 (Acid)	Agile, Finesse, Versatile S, Cold, Conjunction, Magical, Acid, Conjunction, Magica

WEAPON	22	=	STR	PROF	TEM L	ITEM
+1 Ghost Touch Light Mace			5	16	✓	1

DAMAGE	DICE	STR	EX B	W SPEC	OTHER	TRAITS
	1d4	5	<input type="checkbox"/> B <input checked="" type="checkbox"/> P <input type="checkbox"/> S	2		Agile, Finesse, Shove, Magical, Transmutation

WEAPON	22	=	STR	PROF	TEM L	ITEM

DAMAGE	DICE	STR	SPECIAL	W SPEC	OTHER	TRAITS
	2d6	0	<input type="checkbox"/> B <input checked="" type="checkbox"/> P <input type="checkbox"/> S	2	1d6 (Fire)	Deadly d10, Conjunction, Fire, Magical

RANGED STRIKES

WEAPON	22	=	DEX	PROF	TEM L	ITEM
+1 Weapon Striking Flaming Shortbow			5	16	✓	1

DAMAGE	DICE	SPECIAL	W SPEC	OTHER	TRAITS
	2d6	0	<input type="checkbox"/> B <input checked="" type="checkbox"/> P <input type="checkbox"/> S	2	1d6 (Fire)

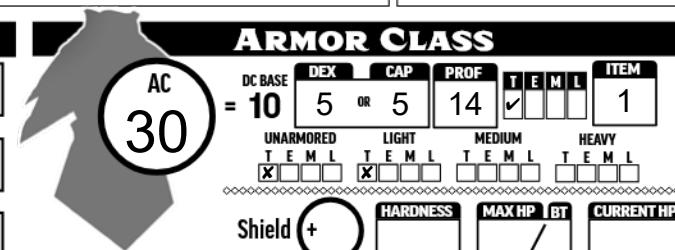
WEAPON	22	=	DEX	PROF	TEM L	ITEM

DAMAGE	DICE	SPECIAL	W SPEC	OTHER	TRAITS

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER	TEM L
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR CLASS



HIT POINTS

150

CURRENT

TEMPORARY

DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

+22

WIS

PROF

TEM L ✓

ITEM 0

SENSES

Low-Light Vision

SKILLS

ACROBATICS	+24	=	DEX	PROF	TEM L ✓	ITEM 1	ARMOR -0
ARCANA	+18	=	INT	PROF	TEM L ✓	ITEM 0	
ATHLETICS	+14	=	STR	PROF	TEM L ✓	ITEM 0	-0
CRAFTING	+22	=	INT	PROF	TEM L ✓	ITEM 0	
DECEPTION	+14	=	CHA	PROF	TEM L ✓	ITEM 0	
DIPLOMACY	+14	=	CHA	PROF	TEM L ✓	ITEM 0	
INTIMIDATION	+14	=	CHA	PROF	TEM L ✓	ITEM 0	
LORE	+18	=	INT	PROF	TEM L ✓	ITEM 0	
LORE	+18	=	INT	PROF	TEM L ✓	ITEM 0	
MEDICINE	+23	=	WIS	PROF	TEM L ✓	ITEM 1	
NATURE	+18	=	WIS	PROF	TEM L ✓	ITEM 0	
OCCULTISM	+19	=	INT	PROF	TEM L ✓	ITEM 1	
PERFORMANCE	+14	=	CHA	PROF	TEM L ✓	ITEM 0	
RELIGION	+22	=	WIS	PROF	TEM L ✓	ITEM 0	
SOCIETY	+18	=	INT	PROF	TEM L ✓	ITEM 0	
STEALTH	+25	=	DEX	PROF	TEM L ✓	ITEM 2	-0
SURVIVAL	+18	=	WIS	PROF	TEM L ✓	ITEM 0	
THIEVERY	+21	=	DEX	PROF	TEM L ✓	ITEM 0	-0

LANGUAGES

Common, Draconic, Druidic, Elven, Goblin, Jotun, Utruz (Ka)

ANCESTRY FEATS AND ABILITIES

	SPECIAL 1ST
Ancient Elf	HERITAGE 1ST
Nimble Elf	FEAT 1ST
Ageless Patience	FEAT 5TH
Multitalented	FEAT 9TH
	FEAT 13TH
	FEAT 17TH

SKILL FEATS

Battle Medicine	BACKGROUND
Robust Recovery	2ND
Trick Magic Item	4TH
Magical Crafting	6TH
Additional Lore (Lithos)	8TH
Underwater Marauder	10TH
Impeccable Crafter	12TH
	14TH
	16TH
	18TH
	20TH

GENERAL FEATS

Adopted Ancestry (Human)	3RD
Expeditious Search	7TH
Toughness	11TH
	15TH
	19TH

CLASS FEATS AND ABILITIES

Rogue's Racket (Thief Racket)	FEATURE 1ST
Sneak Attack	FEATURE 1ST
Trap Finder	FEAT 1ST
Quick Draw	FEAT 2ND
Deny Advantage	FEATURE 3RD
Basic Druid Spellcasting	FEAT 4TH
Weapon Tricks	FEATURE 5TH
Basic Wilding	FEAT 6TH
Evasion	FEATURE 7TH
Opportune Backstab	FEAT 8TH
Debilitating Strike	FEATURE 9TH
Basic Cleric Spellcasting	FEAT 10TH
Rogue Expertise	FEATURE 11TH
Expert Cleric Spellcasting	FEAT 12TH
	FEATURE 13TH
	FEAT 14TH
	FEATURE 15TH
	FEAT 16TH
	FEATURE 17TH
	FEAT 18TH
	FEATURE 19TH
	FEAT 20TH

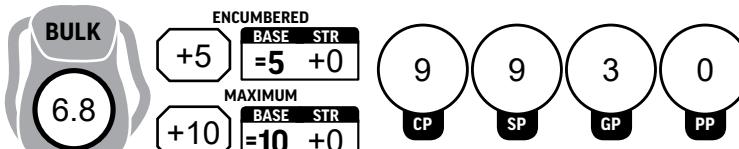
BONUS FEATS

Steady Balance
Ward Medic

INVENTORY

WORN ITEMS	INVEST (MAX 10)	BULK
+1 Armor Resilient Invisibility Explorer's C		
Boots of Elvenkind	Yes	0.1
Brooch of Shielding	Yes	0
Doubling Rings	Yes	0
Pendant of the Occult	Yes	0
Healer's Gloves	Yes	0.1
Channel Protection Amulet	Yes	0
Goggles of Night	Yes	0
Cloak of Elvenkind (Greater)	Yes	0.1

READIED ITEMS	BULK	OTHER ITEMS	BULK
Antidote (Lesser) (3)	0.000000	Backpack	0
		Bedroll	0.1
		Chalk (10)	0
		Flint and Steel	0
		Rope	0.1
		Rations (2)	0.2
		Torch (5)	0.5
		Waterskin	0.1



CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE 107	GENDER & PRONOUNS Male	HT	WT
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APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

CAMPAIGN NOTES

NOTES

ALLIES

ENEMIES

ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

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DESCRIPTION

FREE ACTIONS AND REACTIONS

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TRIGGER

DESCRIPTION

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TRIGGER

DESCRIPTION

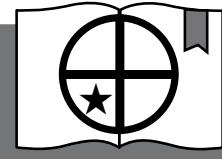
SPELL ATTACK ROLL

+18 = **KEY** **4** **PROF** **14** **T E M L**

SPELL DC

28 = DC BASE **10** KEY **4** PROF **14** T E M L

MAGIC TRADITIONS



ARCANE

OCCULT

PRIMAL

DIVINE



CANTRIPS

Electric Arc	PREP
Zap one or two creatures with lightning.	ACTIONS 2 METS XV

Ghost Sound

ACTIONS

Make false sounds. 2

MESSE

Guidance	PREP
Divine guidance improves one roll.	ACTIONS 1 M L S V

Light

Make an object glow.

ACTIONS

M S V

ACTIONS

M S V

ACTIONS

M S V

SPELL SLOTS PER DAY

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS