

# 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

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	T	E	M	L	ITEM
= 10		5	16					

### ARMOR CLASS

AC 30

DC BASE = 10

DEX 5 OR 5

CAP 14

PROF 14

ITEM 1

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			
+20				+24				+21			
CON	PROF	DEX	PROF	WIS	PROF	CON	PROF	WIS	PROF	DEX	PROF
3	16	5	18	4	16	1		1		1	
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L	ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
1		1		1		1		1		1	

NOTES

### HIT POINTS

150	CURRENT	TEMPORARY
MAX		
	DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

### PERCEPTION

+22	WIS	PROF	T	E	M	L	ITEM
	4	18					0

SENSES

Low-Light Vision

SPEED 35 FEET MOVEMENT TYPES & NOTES

### MELEE STRIKES

WEAPON

23 = STR 5 PROF 16 T E M L ITEM 2

DAMAGE

DICE 3d6 STR 5 W SPEC 2 OTHER 1d6 (Cold) 1d6 (Acid)

TRAITS

Agile, Finesse, Versatile S, Cold, Conjunction, Magical, Acid, Conjunction, Magical

WEAPON

+1 Ghost Touch Light Mace

22 = STR 5 PROF 16 T E M L ITEM 1

DAMAGE

DICE 1d4 STR 5 W SPEC 2 OTHER

TRAITS

Agile, Finesse, Shove, Magical, Transmutation

WEAPON

DAMAGE

DICE STR W SPEC OTHER TRAITS

### RANGED STRIKES

WEAPON

+1 Weapon Striking Flaming Shortbow

22 = DEX 5 PROF 16 T E M L ITEM 1

DAMAGE

DICE 2d6 SPECIAL 0 W SPEC 2 OTHER 1d6 (Fire)

TRAITS

Deadly d10, Conjunction, Fire, Magical

WEAPON

DAMAGE

DICE SPECIAL W SPEC OTHER TRAITS

WEAPON

DAMAGE

DICE SPECIAL W SPEC OTHER TRAITS

### WEAPON PROFICIENCIES

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

### SKILLS

ACROBATICS	+24	DEX 5 PROF 18 T E M L ITEM 1	ARMOR -0
ARCANA	+18	INT 4 PROF 14 T E M L ITEM 0	
ATHLETICS	+14	STR 0 PROF 14 T E M L ITEM 0	ARMOR -0
CRAFTING	+22	INT 4 PROF 18 T E M L ITEM 0	
DECEPTION	+14	CHA 0 PROF 14 T E M L ITEM 0	
DIPLOMACY	+14	CHA 0 PROF 14 T E M L ITEM 0	
INTIMIDATION	+14	CHA 0 PROF 14 T E M L ITEM 0	
Tanith Lenat	LORE	+18	INT 4 PROF 14 T E M L ITEM 0
Warfare	LORE	+18	INT 4 PROF 14 T E M L ITEM 0
MEDICINE	+23	WIS 4 PROF 18 T E M L ITEM 1	
NATURE	+18	WIS 4 PROF 14 T E M L ITEM 0	
OCCULTISM	+19	INT 4 PROF 14 T E M L ITEM 1	
PERFORMANCE	+14	CHA 0 PROF 14 T E M L ITEM 0	
RELIGION	+22	WIS 4 PROF 18 T E M L ITEM 0	
SOCIETY	+18	INT 4 PROF 14 T E M L ITEM 0	
STEALTH	+25	DEX 5 PROF 18 T E M L ITEM 2	ARMOR -0
SURVIVAL	+18	WIS 4 PROF 14 T E M L ITEM 0	
THIEVERY	+21	DEX 5 PROF 16 T E M L ITEM 0	ARMOR -0

### LANGUAGES

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

ANCESTRY FEATS AND ABILITIES	
	SPECIAL 1 <sup>ST</sup>
Ancient Elf	HERITAGE 1 <sup>ST</sup>
Nimble Elf	FEAT 1 <sup>ST</sup>
Ageless Patience	FEAT 5 <sup>TH</sup>
Multitalented	FEAT 9 <sup>TH</sup>
	FEAT 13 <sup>TH</sup>
	FEAT 17 <sup>TH</sup>

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

GENERAL FEATS	
Adopted Ancestry (Human)	3 <sup>RD</sup>
Expeditious Search	7 <sup>TH</sup>
Toughness	11 <sup>TH</sup>
	15 <sup>TH</sup>
	19 <sup>TH</sup>

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

BONUS FEATS	
Steady Balance	
Ward Medic	

INVENTORY

WORN ITEMS

+1 Armor Resilient Invisibility Explorer's Cloak	INVEST (MAX 10)	BULK
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

Antidote (Lesser) (3)	BULK
	0.00000000

OTHER ITEMS

Backpack	BULK
	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

ENCUMBERED

BASE	STR
=5	+0

MAXIMUM

BASE	STR
=10	+0

CP

SP

GP

PP

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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
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

## SPELL ATTACK ROLL

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

**SPELL DC**

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

## MAGIC TRADITIONS



		PREP
		ACTIONS
		M S V

## INNATE SPELLS

	FREQ
	ACTIONS
	M S V

## FOCUS SPELLS

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## SPELL SLOTS PER DAY

SPONTANEOUS SPELL SLOTS REMAINING

## SPILLS

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