

# 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

Savage

PLAYER NAME

EXPERIENCE POINTS (XP)

### ANCESTRY AND HERITAGE

Kobold (Spellscale Kobold)

### BACKGROUND

Animal Whisperer

### CLASS

Bard

### SIZE

N

### ALIGNMENT

### TRAITS

DEITY Not set

### LEVEL

1

### HERO POINTS



## ABILITY SCORES

+0	<b>STR</b> MODIFIER	<b>STRENGTH</b> SCORE	10
+2	<b>DEX</b> MODIFIER	<b>DEXTERITY</b> SCORE	14
+1	<b>CON</b> MODIFIER	<b>CONSTITUTION</b> SCORE	12
+2	<b>INT</b> MODIFIER	<b>INTELLIGENCE</b> SCORE	14
+0	<b>WIS</b> MODIFIER	<b>WISDOM</b> SCORE	10
+4	<b>CHA</b> MODIFIER	<b>CHARISMA</b> SCORE	18

## CLASS DC

DC BASE	KEY	PROF	T	E	M	L	ITEM
= 10							

## ARMOR CLASS

AC 16

DC BASE = 10

DEX	CAP	PROF	T	E	M	L	ITEM
2	OR 3	3	✓				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			
+4				+5				+5			
CON	PROF	DEX	PROF	WIS	PROF	CON	PROF	DEX	PROF	WIS	PROF
1	3	2	3	0	5	1	3	2	3	0	5
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
0	✓	0	✓	0	✓	0	✓	0	✓	0	✓
NOTES											

## HIT POINTS

15 MAX

CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

## PERCEPTION

+5

WIS	PROF	T	E	M	L	ITEM
0	5	✓				0

SENSES  
Darkvision

**SPEED** 25 **FEET** MOVEMENT TYPES & NOTES

## MELEE STRIKES

WEAPON	DAMAGE	DICE	STR	B	P	S	W SPEC	OTHER	TRAITS
Rapier		1d6	0	✓			0		Deadly d8, Disarm, Finesse

## RANGED STRIKES

WEAPON	DAMAGE	DICE	SPECIAL	B	P	S	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
✓			

## SKILLS

SKILL	MODIFIER	DEX	PROF	T	E	M	L	ITEM	ARMOR
ACROBATICS	+5	2	3	✓				0	- 0
ARCANA	+2	2	0					0	
ATHLETICS	+0	0	0					0	- 0
CRAFTING	+5	2	3	✓				0	
DECEPTION	+4	4	0					0	
DIPLOMACY	+7	4	3	✓				0	
INTIMIDATION	+4	4	0					0	
LORE	+5	2	3	✓				0	
LORE									
MEDICINE	+3	0	3	✓				0	
NATURE	+3	0	3	✓				0	
OCCULTISM	+5	2	3	✓				0	
PERFORMANCE	+7	4	3	✓				0	
RELIGION	+0	0	0					0	
SOCIETY	+5	2	3	✓				0	
STEALTH	+5	2	3	✓				0	- 0
SURVIVAL	+0	0	0					0	
THIEVERY	+2	2	0					0	- 0

## LANGUAGES

None selected