

PATHFINDER

CHARACTER SHEET

CHARACTER NAME

Rakmar

Player Name

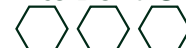
LEVEL

6

XP

0

HERO POINTS



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

Orc

Heritage and Traits

Hold-Scarred Orc

Size

med

BACKGROUND

Mechanic

Background Notes

CLASS

Magus

Class Notes

Inexorable Iron/The Oscillating Wave

ATTRIBUTES

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

DEFENSES

Armor Class Shield



Hardness Max HP BT HP

Armor Proficiencies

Unarmored Light Medium Heavy



10 + 1 + 8 + 5

Base Dex* Prof Item

* Use armor's Dex cap if lower

Fortitude

+12

2 + 10 + 0

Con Prof Item

Defenses Notes

Reflex

+11

1 + 10 + 0

Dex Prof Item

Will

+11

1 + 10 + 0

Wis Prof Item

HIT POINTS

Maximum

72

Current HP

Temporary HP

0

Dying

Wounded 0/4

Resistances and Immunities

Conditions

SKILLS

Acrobatics

+1

1 + 0 + 0 -2

Dex Prof Item Armor

Arcana

+12

4 + 8 + 0

Int Prof Item

Athletics

+12

4 + 8 + 0 -2

Str Prof Item Armor

Crafting

+14

4 + 10 + 0

Int Prof Item

Deception

+8

0 + 8 + 0

Cha Prof Item

Diplomacy

+0

0 + 0 + 0

Cha Prof Item

Intimidation

+0

0 + 0 + 0

Cha Prof Item

____ Lore

+ +

Int Prof Item

____ Lore

+ +

Int Prof Item

Medicine

+1

1 + 0 + 0

Wis Prof Item

Nature

+1

1 + 0 + 0

Wis Prof Item

Occultism

+12

4 + 8 + 0

Int Prof Item

Performance

+8

0 + 8 + 0

Cha Prof Item

Religion

+1

1 + 0 + 0

Wis Prof Item

Society

+4

4 + 0 + 0

Int Prof Item

Stealth

+9

1 + 8 + 0 -2

Dex Prof Item Armor

Survival

+11

1 + 10 + 0

Wis Prof Item

Thievery

+1

1 + 0 + 0 -2

Dex Prof Item Armor

Skill Notes

Assurance: Survival, Athletics

LANGUAGES

draconic, elven, sakvroth, fey, common, oreish

PERCEPTION

+9

1 + 8 + 0

Wis Prof Item

Senses and Notes

Darkvision

SPEED

25

feet

Special Movement

STRIKES

Melee Strikes

Weapon

+1 Striking Halberd

4 + 10 + 1

Str Prof Item

Damage

2d10 + 4

OB

P

OS

Traits and Notes Magical, Potency +1, Reach, Striking, Versatile S

Weapon

Steel Shield



4 + 10 + 0

Str Prof Item

Damage

1d4 + 4

OB

P

OS

Traits and Notes

Weapon

Unarmed Attack



4 + 10 + 0

Str Prof Item

Damage

1d4 + 4

OB

P

OS

Traits and Notes Agile, Finesse, Nonlethal, Unarmed

Ranged Strikes

Weapon



+ +

Dex Prof Item

Damage

OB

P

OS

Traits and Notes

Weapon



+ +

Dex Prof Item

Damage

OB

P

OS

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other



Critical Specializations

CLASS DC

22

10 + 4 + 8 + 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

ANCESTRY AND GENERAL FEATS — CLASS ABILITIES

Level 1	Ancestry and Heritage Abilities		Class Feats and Features <i>Arcane Cascade, Arcane Spellcasting (Magus), Conflux Spells, Hybrid Study (Inexorable Iron), Spellstrike</i>
	Ancestry Feat <i>Ore Ferocity</i>		
	Background Skill Feat <i>Quick Repair</i>		
2	Skill Feat <i>Experienced Tracker</i>		Class Feat <i>Force Fang, Wizard Dedication</i>
3	General Feat <i>Incredible Initiative</i>		Class Feature <i>Reflex Expertise, Weapon Expertise</i>
4	Skill Feat <i>Assurance (Athletics)</i>		Class Feat <i>Basic Arcana, Basic Wizard Spellcasting</i>
5	Ancestry Feat <i>Scar-Thick Skin</i>	Boosts str, con, int, wis	Class Feature
6	Skill Feat <i>Assurance (Survival)</i>		Class Feat <i>Attack of Opportunity, Psychic Dedication</i>
7	General Feat		Class Feature
8	Skill Feat		Class Feat
9	Ancestry Feat		Class Feature
10	Skill Feat	Boosts	Class Feat
11	General Feat		Class Feature
12	Skill Feat		Class Feat
13	Ancestry Feat		Class Feature
14	Skill Feat		Class Feat
15	General Feat	Boosts	Class Feature
16	Skill Feat		Class Feat
17	Ancestry Feat		Class Feature
18	Skill Feat		Class Feat
19	General Feat		Class Feature
20	Skill Feat	Boosts	Class Feat

INVENTORY

Held Items		Bulk	
Consumables		Bulk	
Worn Items		Invested	Bulk
+1 Breastplate ‡		x	2
+1 Striking Halberd ‡			2
Backpack			0.1
Artisan's Toolkit			2
Bedroll			0.1
10 Chalk			0
Climbing Kit			1
Disguise Kit			0.1
Flint and Steel			0
Grappling Hook			0.1
Healing Potion (Lesser) ‡			0.1
Healing Potion (Minor) ‡			0.1
Manacles (Poor)			0
2 Rations			0.1
Rope			0.1
Runestone ‡			0.1
Scroll of Glitterdust ‡			0.1
Soap			0
Tindertwig			0
5 Torch			0.1
Waterskin			0.1

Bulk

7

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

CP

SP

GP

PP

0

14

90

0

Gems and Artwork	Price	Bulk
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CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
The Blood Tr ...	Hold of Belkzen		24	male		
Appearance						

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes	Allies
	Enemies
	Organizations

ACTIONS AND ACTIVITIES

◆ Arcane Cascade Concentrate, Magus, Stance	SoM
◆◆ Spellstrike	SoM
◆◆ Titan Swing Rare, Deviant, Magical	DA

FREE ACTIONS AND REACTIONS

↻ Attack of Opportunity Barbarian, Champion, Magus, Swashbuckler	APG
↻ Orc Ferocity Orc	PC 1/day

MAGICAL TRADITION

Arcane

Primal

X

Occult

Divine

X

X

Prepared Caster

Spontaneous Caster

SPELL STATISTICS

Spell Attack

12

4

8

Key

Prof

Spell DC

22

10

4

8

Base

Key

Prof

CANTRIPS

Cantrips per Day

9

Cantrip Rank

3

1/2 your level rounded up

Name	Actions	Prep
Arcane Prepared Spells		
Caustic Blast	↗↘	
Eat Fire	↻	
Electric Arc	↗↘	
Frostbite	↗↘	
Glass Shield	↗	
Gouging Claw	↗↘	
Ignition	↗↘	
Message	↗	
Shield	↗	
Slashing Gust	↗↘	
Spout	↗↘	
Telekinetic Hand	↗↘	
Timber	↗↘	
Warp Step	↗↘	
Occult Spontaneous Spells		
Ignition	↗↘	

FOCUS SPELLS

Focus Points

X

X

X

Focus Spell Rank

3

1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions
Force Fang	↗
Thunderous Strike	↗

INNATE SPELLS

Name	Actions	Freq
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SPELL SLOTS

Spells per Day

1/0

3/0

2/0

Spell Rank

1

2

3

4

5

6

7

8

9

10

Spells Remaining

SPELLS

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
Admonishing Ray	↗↘	1					
Hydraulic Push	↗↘	1	0				
Mystic Armor	↗↘	1					
Spider Sting	↗↘	1					
Tailwind	↗↘	1					
Thunderstrike	↗↘	1					
Admonishing Ray	↗↘	2					
Blazing Bolt	↗ - ↗↘	2					
Exploding Earth	↗↘	2	000				
Hydraulic Push	↗↘	2					
Splinter Volley	2 or 3	2					
Telekinetic Maneuver	↗↘	2					
Thunderstrike	↗↘	2					
Admonishing Ray	↗↘	3					
Blazing Dive	↗↘	3	0				
Hydraulic Push	↗↘	3	0				
Magnetic Acceleration	↗↘	3					
Thunderstrike	↗↘	3					

RITUALS

Name	Rank	Cost	Name	Rank	Cost
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