Pathfinder Roleplaying Game — Character Sheet

Character Name	Alignment	Player
Beolac	CN	Anton

Character Level	Deity	Homeland
Barbarian 1	Gorum (strength, battle, weapons)	Security ;-)

Race	Size	Gender	Age	Height	Weight	Hair	Eyes
Human	medium	male	27	193 cm	89 kg	brown	two

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR Strength	16	+3		
DEX Dexterity	16	+3		
CON Constitution	14	+2		
INT Intelligence	12	+1		
WIS Wisdom	8	-1		
CHA Charisma	10	0		

HP (Hit Points) — Total: 15 — DR: — Hit Dice: D12

Wounds/Current HP:

Nonlethal Damage:

Initiative Modifier: +5 = 3 (Dex Modifier) + 2 (Misc Modifier); Total: +5

AC (Armor Class): 19 = 10 + 6 (Armor Bonus) + (Shield Bonus) + 3 (Dex Modifier) + 0 (Size Modifier) + (Natural Armor) + (Deflection Modifier) + (Misc Modifier)

Total: 19

Touch Armor Class: 13

Flat-Footed Armor Class: 16

Modifiers:

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude (Constitution)	+4	2	2			
Reflex (Dexterity)	+3	0	3			
Will (Wisdom)	-1	0	-1			

Modifiers:

Base Attack Bonus: 1

Spell Resistance:

CMB: +4 = 1 (Base Attack Bonus) + 3 (Strength Modifier) + 0 (Size Modifier)

Total: +4

Modifiers:

CMD: 17 = 1 (Base Attack Bonus) + 3 (Strength Modifier) + 3 (Dexterity Modifier) + 0 (Size Modifier) + 10

Total: 17

Weapon	Attack Bonus	Critical	Type	Range	Ammunition	Damage
Lucerne hammer (long)	+4	x2	B/P	reach	-	1D12+5
Lucerne hammer (detached)	+4	x3	B	n.a.	-	1D8+3

Speed Land: 40 ft. (Base Speed) — 30 ft. (With Armor)

Fly — Maneuverability — Swim — Climb — Burrow

Temp Modifiers:

Skills

Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☑ Acrobatics	+3	=Dex	3	+	1	+	0/-4
☐ Appraise	+1	=Int	1	+		+	
☐ Bluff	+0	=Cha	0	+		+	
☑ Climb	+3	=Str	3	+	1	+	0/-4
☑ Craft (Armor)	+5	=Int	1	+	1	+	
☑ Craft	n.a.	=Int	1	+		+	
☑ Craft (any (untrained))	+0	=Int	1	+		+	
☐ Diplomacy	+0	=Cha	0	+		+	
☐ Disable Device*	n.a.	=Dex	3	+		+	0/-4
☐ Disguise	+0	=Cha	0	+		+	
☐ Escape Artist	-1	=Dex	3	+		+	0/-4
☐ Fly	-1	=Dex	3	+		+	0/-4
☑ Handle Animal*	n.a.	=Cha	0	+		+	
☐ Heal	-1	=Wis	-1	+		+	
☑ Intimidate	+4	=Cha	0	+	1	+	
☐ Knowledge (arcana)*	n.a.	=Int	1	+		+	
☐ Knowledge (dungeoneering)*	n.a.	=Int	1	+		+	
☐ Knowledge (engineering)*	n.a.	=Int	1	+		+	
☐ Knowledge (geography)*	n.a.	=Int	1	+		+	
☐ Knowledge (history)*	n.a.	=Int	1	+		+	
☐ Knowledge (local)*	n.a.	=Int	1	+		+	
☑ Knowledge (nature)*	n.a.	=Int	1	+		+	
☐ Knowledge (nobility)*	n.a.	=Int	1	+		+	
☐ Knowledge (planes)*	n.a.	=Int	1	+		+	
☐ Knowledge (religion)*	n.a.	=Int	1	+		+	
☐ Linguistics*	n.a.	=Int	1	+		+	
☑ Perception	-1	=Wis	-1	+		+	
☐ Perform	n.a.	=Cha	0	+		+	
☐ Perform (any (untrained))	+0	=Cha	0	+		+	
☐ Profession*	n.a.	=Wis	-1	+		+	
☐ Profession*	n.a.	=Wis	-1	+		+	
☑ Ride	-1	=Dex	3	+		+	0/-4
☐ Sense Motive	-1	=Wis	-1	+		+	
☐ Sleight of Hand*	n.a.	=Dex	3	+		+	0/-4
☐ Spellcraft*	n.a.	=Int	1	+		+	
☐ Stealth	+0	=Dex	3	+	1	+	0/-4
☑ Survival	-1	=Wis	-1	+		+	
☑ Swim	-1	=Str	3	+		+	0/-4
☐ Use Magic Device*	n.a.	=Cha	0	+		+	

☑ Class Skill * Trained Only

Conditional Modifiers:

Languages:

Common

Dwarven

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AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Chainmail (masterwork)	+6	medium	-4	30%	40	
Kabuto (Samurai helmet)	0	n.a.	n.a.	n.a.		
TOTALS						

GEAR

ITEM	WT.
Soldier's uniform	5
Potion: CLW (D8+1)	x1
Potion: CMW ()	x1
Potion: Lesser Restoration	x1
TOTAL WEIGHT	

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

MONEY

CP

SP

GP 827

PP

FEATS

Combat Reflexes: Additional AoO

SPECIAL ABILITIES

Rage: (4 + CON + (lvl-1) x 2) 6 rounds (thereafter rage duration x 2 rounds fatigued)

rage effect: +4 CON, +4 STR + 2 Will save -2 AC

Fast movement: 10 ft. base speed

Hero Worship: Shalelu (+1 attacks against threats)

Reactionary: +2 initiative

EXPERIENCE POINTS

EXPERIENCE POINTS	NEXT LEVEL
1350	2000

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐☐

1ST ☐☐☐☐☐☐☐☐☐

2ND ☐☐☐☐☐☐☐☐☐

3RD ☐☐☐☐☐☐☐☐☐

4TH ☐☐☐☐☐☐☐☐☐

5TH ☐☐☐☐☐☐☐☐☐

6TH ☐☐☐☐☐☐☐☐☐

7TH ☐☐☐☐☐☐☐☐☐

8TH ☐☐☐☐☐☐☐☐☐

9TH ☐☐☐☐☐☐☐☐☐

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