PATHFINDER
ROLEPLAYING GAME
CHARACTER SHEET

CHARACTER NAME: Eldon Unterberg
ALIGNMENT: CG
PLAYER: Stefan

CHARACTER LEVEL: Rogue 1 (Investigator)
DEITY: Cayden Cailean (freedom, ale, wine, b...) [+]
HOMELAND:

RACE: Halfling
SIZE: small
GENDER: male
AGE: 23
HEIGHT: 86 cm
WEIGHT: 19 kg
HAIR: black
EYES: black

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR — STRENGTH	10	0		
DEX — DEXTERITY	18	+4		
CON — CONSTITUTION	10	0		
INT — INTELLIGENCE	14	+2		
WIS — WISDOM	8	-1		
CHA — CHARISMA	16	+3		

HP / HIT POINTS — TOTAL: 8 **DR:** D8

WOUNDS/CURRENT HP:

NONLETHAL DAMAGE:

SPEED — LAND: 20 FT. — SQ. **BASE SPEED** | 20 FT. SQ. **WITH ARMOR**
FLY | MANEUVERABILITY | SWIM | CLIMB | BURROW

TEMP MODIFIERS

INITIATIVE MODIFIER: +4 = 4 (DEX MODIFIER) + (MISC MODIFIER) — TOTAL

AC — ARMOR CLASS: 19 = 10 + 4 (ARMOR BONUS) + (SHIELD BONUS) + 4 (DEX MODIFIER) + (1) (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISC MODIFIER) — TOTAL

TOUCH ARMOR CLASS: 15 **FLAT-FOOTED ARMOR CLASS:** 15 — MODIFIERS

Saving Throws

SAVING THROWS	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	+0	0	0			
REFLEX (DEXTERITY)	+6	+2	4			
WILL (WISDOM)	-1	0	-1			

MODIFIERS

BASE ATTACK BONUS:

SPELL RESISTANCE:

CMB: -1 = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + (1) (SIZE MODIFIER) — TOTAL — MODIFIERS

CMD: 13 = (BASE ATTACK BONUS) + (STRENGTH MODIFIER) + 4 (DEXTERITY MODIFIER) + (1) (SIZE MODIFIER) + 10 — TOTAL

Weapons

WEAPON	ATTACK BONUS	CRITICAL
Rapier	+4	18-20/x2

TYPE	RANGE	AMMUNITION	DAMAGE
P	n.a.	n.a.	1D4

WEAPON	ATTACK BONUS	CRITICAL
Dagger	+4	19-20/x2

TYPE	RANGE	AMMUNITION	DAMAGE
P or S	10 ft.	1	1D3

WEAPON	ATTACK BONUS	CRITICAL
Shortbow	+4	x3

TYPE	RANGE	AMMUNITION	DAMAGE
P	60 ft.	20	1D4

WEAPON	ATTACK BONUS	CRITICAL
Club	0/+4	x2

TYPE	RANGE	AMMUNITION	DAMAGE
B	10 ft.	1	1D4

WEAPON	ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

SKILLS

SKILL NAMES	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☑ ACROBATICS	+8	=DEX	4	+	1	+	2/0
☑ APPRAISE	+2	=INT	2	+		+	
☑ BLUFF	+7	=CHA	3	+	1	+	
☑ CLIMB	+0	=STR		+		+	2/0
☑ CRAFT _____	n.a.	=INT	2	+		+	
☑ CRAFT _____	n.a.	=INT	2	+		+	
☑ CRAFT any (untrained)	+2	=INT	2	+		+	
☑ DIPLOMACY	+10	=CHA	3	+	1	+	3
☑ DISABLE DEVICE*	+6	=DEX	4	+	1	+	0/-2
☑ DISGUISE	+3	=CHA	3	+		+	
☑ ESCAPE ARTIST	+6	=DEX	4	+	1	+	0/-2
☐ FLY	+2	=DEX	4	+		+	0/-2
☐ HANDLE ANIMAL*	n.a.	=CHA	3	+		+	
☐ HEAL	-1	=WIS	-1	+		+	
☑ INTIMIDATE	+3	=CHA	3	+		+	
☐ KNOWLEDGE (ARCANA)*	n.a.	=INT	2	+		+	
☑ KNOWLEDGE (DUNGEONEERING)*	+6	=INT	2	+	1	+	
☐ KNOWLEDGE (ENGINEERING)*	n.a.	=INT	2	+		+	
☐ KNOWLEDGE (GEOGRAPHY)*	n.a.	=INT	2	+		+	
☐ KNOWLEDGE (HISTORY)*	n.a.	=INT	2	+		+	
☑ KNOWLEDGE (LOCAL)*	+7	=INT	2	+	1	+	1
☐ KNOWLEDGE (NATURE)*	n.a.	=INT	2	+		+	
☐ KNOWLEDGE (NOBILITY)*	n.a.	=INT	2	+		+	
☐ KNOWLEDGE (PLANES)*	n.a.	=INT	2	+		+	
☐ KNOWLEDGE (RELIGION)*	n.a.	=INT	2	+		+	
☑ LINGUISTICS*	+2	=INT	2	+		+	
☑ PERCEPTION	+5	=WIS	-1	+	1	+	2
☑ PERFORM _____	n.a.	=CHA	3	+		+	
☑ PERFORM any (untrained)	+3	=CHA	3	+		+	
☑ PROFESSION* _____	n.a.	=WIS	-1	+		+	
☑ PROFESSION* _____	n.a.	=WIS	-1	+		+	
☐ RIDE	+2	=DEX	4	+		+	0/-2
☑ SENSE MOTIVE	-1	=WIS	-1	+		+	
☑ SLEIGHT OF HAND*	+6	=DEX	4	+	1	+	0/-2
☐ SPELLCRAFT*	n.a.	=INT	2	+		+	
☑ STEALTH	+10	=DEX	4	+	1	+	4/2
☐ SURVIVAL	-1	=WIS	-1	+		+	
☑ SWIM	-2	=STR		+		+	0/-2
☑ USE MAGIC DEVICE*	+7	=CHA	3	+	1	+	

☑ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:
Common, Halfling, Goblin, Elven

AC ITEMS

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Chain shirt	+4	light	-2	20%	25	max dex +4
TOTALS						

GEAR

ITEM	WT.
Backpack	
Blanket, winter	
Chalk, 1 piece	
Fishhook	
Flint and steel	
Grappling hook	
Lantern, hooded	
Oil (1-pint flask)	x4
Pot, iron	
Pouch, belt	
Rations, trail (per day)	x4
Rope, hemp (50 ft.)	
Sack (empty)	
Sewing needle	
Signal whistle	
Soap (2 lb.)	
Waterskin x2	
Whetstone	
Thieves' tools	
Potion: CLW (D8+1)	x2
Potion: Lesser Restoration	
Fireworks: Desnan Candle	x 11
Fireworks: Sky Rocket	x4
Scroll: False Life	x2
Wand of Identify	#19

TOTAL WEIGHT

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

MONEY

CP 8
SP 6
GP 707
PP

FEATS

Weapon Finesse

SPECIAL ABILITIES

Well informed
Best friend: Ameiko (+1 attacks against threats)
Sneak Attack: +1D6
Follow up: roll twice for gather information checks

EXPERIENCE POINTS

EXPERIENCE POINTS	NEXT LEVEL
1750	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 ☐☐☐☐☐☐☐☐