PATHFINDER™
Roleplaying Game

Field	Value
CHARACTER NAME	Ghain Fortune
ALIGNMENT	CN
PLAYER	Clayton
CHARACTER LEVEL	Fighter 1
CAMPAIGN	Pathfinder Chronicles
HOMELAND	Varisia *Near Hook Mtn*

RACE	DEITY	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES
Half-orc	Gorum	M	M	23	6'	220	Black	Brown

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER
STR STRENGTH	18	4		
DEX DEXTERITY	12	1		
CON CONSTITUTION	14	2		
INT INTELLIGENCE	8	-1		
WIS WISDOM	12	1		
CHA CHARISMA	8	-1		

HP HIT POINTS — TOTAL 12 — DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER — TOTAL = 1 + DEX MODIFIER + MISC MODIFIER

AC ARMOR CLASS 17/15 = 10 + 4 (ARMOR BONUS) + 2 (SHIELD BONUS) + 1 (DEX MODIFIER) + (SIZE MODIFIER) + (NATURAL ARMOR) + (DEFLECTION MODIFIER) + (MISC MODIFIER)

TOUCH ARMOR CLASS 11 **FLAT-FOOTED ARMOR CLASS** 16/14

MODIFIERS

SAVING THROWS

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

MODIFIERS

BASE ATTACK BONUS 1 — **SPELL RESISTANCE**

CMB — TOTAL 5 = 1 (BASE ATTACK BONUS) + 4 (STRENGTH MODIFIER) + (SIZE MODIFIER)

MODIFIERS

WEAPON

WEAPON	ATTACK BONUS	CRITICAL
Battleaxe	5	x3

TYPE	RANGE	AMMUNITION	DAMAGE
S	—	—	1d8 + 4

WEAPON

WEAPON	ATTACK BONUS	CRITICAL
Dagger	5 / 2	19-20/x2

TYPE	RANGE	AMMUNITION	DAMAGE
S/P	10'	5	1d4 + 4

WEAPON

WEAPON	ATTACK BONUS	CRITICAL
Greataxe	5	x3

TYPE	RANGE	AMMUNITION	DAMAGE
S	—	—	1d12 + 6

WEAPON

WEAPON	ATTACK BONUS	CRITICAL
Warhammer	5	x3

TYPE	RANGE	AMMUNITION	DAMAGE
—	—	—	1d8 + 4

WEAPON

WEAPON	ATTACK BONUS	CRITICAL

TYPE	RANGE	AMMUNITION	DAMAGE

SPEED

LAND	30 FT.	SQ.	20 FT.	SQ.	TEMP MODIFIERS AP 5
	BASE SPEED		WITH ARMOR		

FLY FT.	MANEUVERABILITY	SWIM FT.	CLIMB FT.	BURROW FT.

SKILLS

2 + Int

SKILL NAMES	TOTAL BONUS		ABILITY MOD.	RANKS		MISC. MOD.
☐ Acrobatics		=Dex		+		+
☐ Appraise		=Int		+		+
☐ Bluff		=Cha		+		+
☐ Climb		=Str		+		+
☐ Craft		=Int		+		+
☐ Craft		=Int		+		+
☐ Craft		=Int		+		+
☐ Diplomacy		=Cha		+		+
☐ Disable Device		=Int		+		+
☐ Disguise		=Cha		+		+
☐ Escape Artist		=Dex		+		+
☐ Fly		=Dex		+		+
☐ Handle Animal		=Cha		+		+
☐ Heal		=Wis		+		+
☐ Intimidate		=Cha		+		+
☐ Knowledge (arcana)		=Int		+		+
☐ Knowledge (dungeoneering)	3	=Int	-1	+	1	+ 3
☐ Knowledge (engineering)		=Int		+		+
☐ Knowledge (geography)		=Int		+		+
☐ Knowledge (history)		=Int		+		+
☐ Knowledge (local)		=Int		+		+
☐ Knowledge (nature)		=Int		+		+
☐ Knowledge (nobility)		=Int		+		+
☐ Knowledge (planes)		=Int		+		+
☐ Knowledge (religion)		=Int		+		+
☐ Linguistics		=Int		+		+
☐ Perception		=Wis		+		+
☐ Perform		=Cha		+		+
☐ Profession		=Wis		+		+
☐ Profession		=Wis		+		+
☐ Profession		=Wis		+		+
☐ Ride		=Dex		+		+
☐ Sense Motive		=Wis		+		+
☐ Sleight of Hand		=Dex		+		+
☐ Spellcraft		=Int (Dex)		+		+
☐ Stealth		=Dex		+		+
☐ Survival		=Wis		+		+
☐ Swim		=Str (Dex)		+		+
☐ Use Magic Device		=Cha		+		+

CONDITIONAL MODIFIERS:

LANGUAGES
Common, Orc

Boss
Priest of Abadar

ARMOR CLASS GEAR

ARMOR CLASS GEAR	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Scale Mail	+4	Med	-4	25%	30	Max dex +3 speed 20
Shield Hvy Wood	+2	Shield	-2	15%	10	
TOTALS						

GEAR

ITEM	WT.
Backpack	2
Bedroll	5
Flint + steel	
Rope (Hemp, 50')	10
Rations (6days)	6
Waterskin	4
Whetstone	1
	28
	68
TOTAL WEIGHT	

LIGHT LOAD	100	LIFT OVER HEAD	
MEDIUM LOAD	101-200	LIFT OFF GROUND	
HEAVY LOAD	201-300	DRAG OR PUSH	

MONEY

CP
SP 14
GP 24
PP

FEATS

Big Game Hunter - +1 Attack
+2 damage vs Larger
Power Attack
Cleave

SPECIAL ABILITIES

Dark Vision 60'

Weapon Familiarity - great axe, falchion
- "orc" weapons as Martial

Orc Ferocity - if dropped < 0 HP (but not dead) can act for 1 rnd, then fall

Orc Blood

EXPERIENCE POINTS

EXPERIENCE POINTS	NEXT LEVEL

SPELLS

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

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐☐ Proficiencies
Simple Weapons
Martial Weapons
Light, Medium + Heavy Armour
Shields (Inc. Tower)

1ST ☐☐☐☐☐☐☐☐

2ND ☐☐☐☐☐☐☐☐

3RD ☐☐☐☐☐☐☐☐

4TH ☐☐☐☐☐☐☐☐

5TH ☐☐☐☐☐☐☐☐

6TH ☐☐☐☐☐☐☐☐

7TH ☐☐☐☐☐☐☐☐

8TH ☐☐☐☐☐☐☐☐

9TH ☐☐☐☐☐☐☐☐