

# PATHFINDER

Roleplaying Game

Character Name: Isri Alignment: NG Player: Adrienne  
 Character Level: 1st level Campaign: Varisia  
 Race: gnome Deity: Shelyn Size: S Gender: ♀ Age: 21 Height: 3'2" Weight: 42lb Hair: cinnamon Eyes: turquoise  
 Skin: greenish tan

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER
<b>STR</b> STRENGTH	10	0		
<b>DEX</b> DEXTERITY	13	+1		
<b>CON</b> CONSTITUTION	12	+1		
<b>INT</b> INTELLIGENCE	12	+1		
<b>WIS</b> WISDOM	11	0		
<b>CHA</b> CHARISMA	17	+3		

hit die = d8  
**HP**  
 HIT POINTS  
 TOTAL 10 DR

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

TEMP MODIFIERS  
 Action Points  
5

**AC**  
 ARMOR CLASS  
 TOTAL 14 = 10 + 2 + 1 + 1 + 1 + 1 + 1 + 1 + 1

**TOUCH**  
 ARMOR CLASS 12 **FLAT-FOOTED**  
 ARMOR CLASS 13 +4 dodge bonus against goblin

SAVING THROWS  
**FORTITUDE** (CONSTITUTION) 1 = 0 + +1 + 1 + 1 + 1  
**REFLEX** (DEXTERITY) 3 = +2 + +1 + 1 + 1 + 1  
**WILL** (WISDOM) 2 = +2 + 0 + 1 + 1 + 1  
 MODIFIERS: +2 racial saving throw against illusion spells or effects

**BASE ATTACK BONUS** 0 **SPELL RESISTANCE**

**CMB** 1 = 0 + 0 + +1  
 TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER  
 MODIFIERS: +1 humanoid, pephlians, goblins

WEAPON		ATTACK BONUS	CRITICAL
whip			x2
TYPE	RANGE	AMMUNITION	DAMAGE
slashing			1d2

WEAPON		ATTACK BONUS	CRITICAL
dagger, punching			x3
TYPE	RANGE	AMMUNITION	DAMAGE
piercing			1d3

WEAPON		ATTACK BONUS	CRITICAL
rapier			18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
slashing			1d4

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

## SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	<u>5</u>	=DEX <u>1</u>	+ <u>1</u>	+ <u>3</u>
<input checked="" type="checkbox"/> APPRAISE	<u>1</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> BLUFF	<u>3</u>	=CHA <u>3</u>	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> CLIMB		=STR <u>0</u>	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> CRAFT <u>alchemy</u>	<u>5</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>2</u>
<input checked="" type="checkbox"/> CRAFT		=INT	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> CRAFT		=INT	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> CRAFT		=INT	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> DIPLOMACY	<u>7</u>	=CHA <u>3</u>	+ <u>1</u>	+ <u>3</u>
<input type="checkbox"/> DISABLE DEVICE		=INT	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> DISGUISE	<u>7</u>	=CHA <u>3</u>	+ <u>1</u>	+ <u>3</u>
<input checked="" type="checkbox"/> ESCAPE ARTIST	<u>1</u>	=DEX <u>1</u>	+ <u>0</u>	+ <u>0</u>
<input type="checkbox"/> FLY		=DEX	+ <u>0</u>	+ <u>0</u>
<input type="checkbox"/> HANDLE ANIMAL		=CHA	+ <u>0</u>	+ <u>0</u>
<input type="checkbox"/> HEAL		=WIS	+ <u>0</u>	+ <u>0</u>
<input type="checkbox"/> INTIMIDATE		=CHA	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) *	<u>6</u>	=INT <u>1</u>	+ <u>1</u>	+ <u>4</u>
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	<u>6</u>	=INT <u>1</u>	+ <u>1</u>	+ <u>4</u>
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	<u>2</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>1</u>
<input checked="" type="checkbox"/> LINGUISTICS	<u>1</u>	=INT <u>1</u>	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> PERCEPTION	<u>4</u>	=WIS <u>0</u>	+ <u>1</u>	+ <u>3</u>
<input checked="" type="checkbox"/> PERFORM <u>vocal</u>	<u>7</u>	=CHA <u>+3</u>	+ <u>1</u>	+ <u>3</u>
<input checked="" type="checkbox"/> PROFESSION		=WIS	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> PROFESSION		=WIS	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> PROFESSION		=WIS	+ <u>0</u>	+ <u>0</u>
<input type="checkbox"/> RIDE		=DEX	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> SENSE MOTIVE	<u>4</u>	=WIS <u>0</u>	+ <u>1</u>	+ <u>3</u>
<input checked="" type="checkbox"/> SLEIGHT OF HAND	<u>1</u>	=DEX <u>1</u>	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> SPELLCRAFT	<u>1</u>	=DEX <u>1</u>	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> STEALTH	<u>5</u>	=DEX <u>1</u>	+ <u>0</u>	+ <u>4</u>
<input type="checkbox"/> SURVIVAL		=WIS	+ <u>0</u>	+ <u>0</u>
<input type="checkbox"/> SWIM		=DEX	+ <u>0</u>	+ <u>0</u>
<input checked="" type="checkbox"/> USE MAGIC DEVICE	<u>3</u>	=CHA <u>3</u>	+ <u>0</u>	+ <u>0</u>

CONDITIONAL MODIFIERS:  
 +2 on smell and touch based perception checks

LANGUAGES  
Common, gnome, sylvan, goblin

\* gains +1 every level!

skill ranks per level = 6 + int. modifier + 1

