

# PATHFINDER™

Roleplaying Game

CHARACTER NAME: Kura ALIGNMENT: NG PLAYER: Janet  
 CHARACTER LEVEL: Cleric 1 PF #1: Varicia  
 RACE: Human DEITY: Sar. M SIZE: F GENDER: F AGE: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_

58  
165

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | BONUS OR PENALTY | MODIFIER |
|----------------------------|---------------|------------------|------------------|----------|
| <b>STR</b><br>STRENGTH     | 14            | +2               |                  |          |
| <b>DEX</b><br>DEXTERITY    | 10            | 0                |                  |          |
| <b>CON</b><br>CONSTITUTION | 12            | +1               |                  |          |
| <b>INT</b><br>INTELLIGENCE | 10            | 0                |                  |          |
| <b>WIS</b><br>WISDOM       | 15            | +2               |                  |          |
| <b>CHA</b><br>CHARISMA     | 13            | +1               |                  |          |

**HP**  
TOTAL 10 DR \_\_\_\_\_

WOUNDS/CURRENT HP  
3 / 7

NONLETHAL DAMAGE  
\_\_\_\_\_

**INITIATIVE**  
MODIFIER 0 = 0 + \_\_\_\_\_  
TOTAL DEX MODIFIER MISC MODIFIER

**AC**  
ARMOR CLASS 16 = 10 + 4 + 2 + 0 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_  
TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH**  
ARMOR CLASS 10 **FLAT-FOOTED**  
ARMOR CLASS 16 MODIFIERS \_\_\_\_\_

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------------------------|-------|-----------|------------------|----------------|---------------|--------------------|-----------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | 4     | 2         | 2                |                |               |                    |           |
| <b>REFLEX</b><br>(DEXTERITY)       | 1     | 0         | 0                |                | 1             |                    |           |
| <b>WILL</b><br>(WISDOM)            | 4     | 2         | 2                |                |               |                    |           |

**BASE ATTACK BONUS** 0 **SPELL RESISTANCE** \_\_\_\_\_

**CMB** 2 = 0 + 2 + \_\_\_\_\_  
TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS \_\_\_\_\_

| WEAPON         |       |            | ATTACK BONUS | CRITICAL |
|----------------|-------|------------|--------------|----------|
| <u>Samitar</u> |       |            | <u>+1</u>    |          |
| TYPE           | RANGE | AMMUNITION | DAMAGE       |          |
|                |       |            | <u>db+2</u>  |          |

| WEAPON           |       |            | ATTACK BONUS | CRITICAL |
|------------------|-------|------------|--------------|----------|
| <u>x bow lt.</u> |       |            | <u>0</u>     |          |
| TYPE             | RANGE | AMMUNITION | DAMAGE       |          |
|                  |       |            | <u>d8</u>    |          |

| WEAPON                       |            |            | ATTACK BONUS | CRITICAL |
|------------------------------|------------|------------|--------------|----------|
| <u>fire bolt (rad touch)</u> |            |            | <u>+0</u>    |          |
| TYPE                         | RANGE      | AMMUNITION | DAMAGE       |          |
|                              | <u>30'</u> |            | <u>db</u>    |          |

| WEAPON |       |            | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
|        |       |            |              |          |
| TYPE   | RANGE | AMMUNITION | DAMAGE       |          |
|        |       |            |              |          |

| WEAPON |       |            | ATTACK BONUS | CRITICAL |
|--------|-------|------------|--------------|----------|
|        |       |            |              |          |
| TYPE   | RANGE | AMMUNITION | DAMAGE       |          |
|        |       |            |              |          |

**SPEED**  
LAND 30 FT. SQ. \_\_\_\_\_ FT. SQ. \_\_\_\_\_  
BASE SPEED WITH ARMOR  
FLY \_\_\_\_\_ FT. \_\_\_\_\_ FT. \_\_\_\_\_ FT. \_\_\_\_\_  
MANEUVERABILITY SWIM CLIMB BURROW

## SKILLS

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

CONDITIONAL MODIFIERS: \_\_\_\_\_

LANGUAGES \_\_\_\_\_

