CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

Grimscar (CHARACTER)		PLAYER		
Dark Elf (RACE & LA)	M (SIZE)	Female (GENDER)	5'10" (HEIGHT)	135 (WEIGHT)
110 (AGE)	NE (ALIGNMENT)	None (DEITY)	Mercenary - Two Weapon Warrior (BACKGROUND OCCUPATION)	
Common, Elven, Sylvan, Draconic (LANGUAGES)				

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PATHFINDER ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	18	+4	17		+1	
DEX DEXTERITY	16	+3	15	+1		
CON CONSTITUTION	15	+2	16	-1		
INT INTELLIGENCE	14	+2	13	+1		
WIS WISDOM	12	+1	12			
CHA CHARISMA	7	-2	7			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

	HP GAINED	HD
CURRENT HP	62	6
TEMPORARY HP		
TOTAL HP	62	

CLASS RECORDER

CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
Fighter	+6	30	+5	+2	+2	6
FAVORED CLASS: TOTALS	+6	30	+5	+2	+2	6

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL	10 +	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	20		+6	0	+3		+1				
TOUCH ARMOR CLASS	14				+3		+1				
FLAT-FOOT ARMOR CLASS	16		+6	0							

ARMOR PENALTY	-1
MAX DEX	+5
SPELL FAILURE	20%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+7	+5	+2		
REF REFLEX	+5	+2	+3		
WILL WILLPOWER	+3	+2	+1		

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	+10	+6	+4		
RANGED ATTACK MODIFIER	+9	+6	+3		
CMB TO ATTACK	+10	+6	+4	0	
CMD TO DEFEND	+23	10 + +6	DEX +3	STR +4	0

+2 save vs. enchantment (Elven Immunities)

+2 caster check to overcome spell resistance (Elven Magic)

immune to sleep effects

When you make a full attack with both weapons, you gain a +1 dodge bonus to AC. (Defensive Flurry) - (PH p.109)

When you make a full attack with both weapons, you gain a +1 bonus on attack and damage rolls. (Twin Blades) - (PH p.109)

+2 Will save vs. Fear (Bravery)

+1 to AC wielding two weapons (Two-weapon defense)

SKILLS

CLEAR SKILLS

30 RANKS — ARMOR PENALTY -1

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
❑ Acrobatics ◆	DEX	7	5	3	0		
❑ Appraise	INT	2	0	2	0		
❑ Bluff	CHA	-2	0	-2	0		
❑ Climb ◆	STR	3	0	4	0		
❑ Craft:	INT	2	0	2	0		
❑ Craft:	INT	2	0	2	0		
❑ Diplomacy	CHA	-2	0	-2	0		
❑ Disable Device ◆	DEX	--	0	3	0		
❑ Disguise	CHA	-2	0	-2	0		
❑ Escape Artist ◆	DEX	2	0	3	0		
❑ Fly ◆	DEX	2	0	3	0		
❑ Handle Animal	CHA	3	5	-2	0		
❑ Heal	WIS	1	0	1	0		
❑ Intimidate	CHA	-2	0	-2	0		
❑ Kn:	INT	--	0	2	0		
❑ Kn:	INT	--	0	2	0		
❑ Kn:	INT	--	0	2	0		
❑ Kn:	INT	--	0	2	0		
❑ Kn:	INT	--	0	2	0		
❑ Kn:	INT	--	0	2	0		
❑ Linguistics	INT	--	0	2	0		
❑ Perception	WIS	8	5	1	0	2	
❑ Perform	CHA	-2	0	-2	0		
❑ Profession:	WIS	--	0	1	0		
❑ Ride ◆	DEX	7	5	3	0		
❑ Sense Motive	WIS	1	0	1	0		
❑ Sleight of Hand ◆	DEX	--	0	3	0		
❑ Spellcraft	INT	--	0	2	0	2	
❑ Stealth ◆	DEX	2	0	3	0		
❑ Survival	WIS	6	5	1	0		
❑ Swim ◆	STR	8	5	4	0		
❑ Use Magic Device	CHA	--	0	-2	0		
❑	CHA	-2	0	-2	0		
❑	CHA	-2	0	-2	0		
❑	CHA	-2	0	-2	0		

MARK A ❑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Low-Light Vision - See twice as far as a human in low light, distinguishing color and detail. (CR p.564)

Blind-Fight - Invisible and concealed creatures have no effect on you; You may run at full speed when blinded.

Combat Reflexes - up to 4 more attacks of opportunity (CR p.119)

Dodge - +1 dodge bonus to AC - included above.

Double Slice - Add your strength bonus to off-hand attacks.

Improved Initiative - +4 on initiative rolls - included (CR p. 127)

Two-Weapon Fighting - penalties for attack rolls for two weapons are reduced; you are able to swing multiple times with your secondary weapon.

CLEAR EXPERIENCE

EXPERIENCE — SLOW ❑ MEDIUM ❑ FAST ❑ — /

INIT INITIATIVE	+7	SPEED 30	FLY	SWIM	CLIMB

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

PROFICIENCIES

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor: Elven Chain		+6	+5	-1	20%	Light	20	Mithril
Shield								

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST 2ND 3RD 4TH 5TH 6TH 7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Rapier of Puncturing		+12/+7	1d4+5	19-20/x2	5	1	P	see description
Longsword		+10/+5	1d8+4	19-20/x2	5	4	S	
Adamantine Dagger		+11/+6	1d6+5	18-20/x2	10	1	P/S	
Unarmed Strike		+10/+5	1d3+4	20/x2	5	-	B	

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT

ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0			WIS		
	1st			1		
	2nd			0		
	3rd			0		
	4th			0		
	5th			0		
	6th			0		
	7th			0		
	8th			0		
	9th			0		

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK BONUSES

ATTACK	1ST	2ND	3RD	4TH	DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG