CLEAR PLAYER INFORMATION

CHARACTER	PLAYER
Lazarus	Laurender

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Human	Medium	Male	5'3''	133 lbs.

AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION
22	CN	Olidammara	

LANGUAGES: Common, Draconic, Dwarven, Elven, Goblin

NECEROS.COM 1.1.2

RESET CHARACTER SHEET

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	8	-1	8			
DEX DEXTERITY	18	+4	18			
CON CONSTITUTION	12	+1	12			
INT INTELLIGENCE	16	+3	14	2		
WIS WISDOM	14	+2	14			
CHA CHARISMA	14	+2	14			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

	HP GAINED
CURRENT HP	9
	6
TEMPORARY HP	
TOTAL HP	15

CLASS RECORDER

FAVORED CLASS: Rogue

CLASS NAME	HD	BAB	SKILLS	FORT	REF	WILL	LEVELS
Rogue	8	0	13	0	2	0	1
Fighter	10	1	6	2	0	0	1
TOTALS		+1	19	+2	+2	0	2

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT			
AC ARMOR CLASS	17	=10+	+2	0	+4		+1					
TOUCH ARMOR CLASS	15	=10+			+4		+1					
FLAT-FOOT ARMOR CLASS	12	=10+	+2	0								

ARMOR PENALTY: 0
MAX DEX: +6
SPELL FAILURE: 10%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+3	+2	+1		
REF REFLEX	+6	+2	+4		
WILL WILLPOWER	+2	0	+2		

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	0	+1	-1		
RANGED ATTACK MODIFIER	+5	+1	+4		
CMB TO ATTACK	0	+1	-1	0	
CMD TO DEFEND	+14	=10+ +1 +4	-1	0	

Melee Attack roll with light weapon uses DEX-bonus

Ranged Attack roll & Damage roll get +1

when shot within 30 feet

REMEMBER: Ranged and Melee Damage -1, koska STR

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Dodge

Weapon Finesse

Point-Blank Shot

SKILLS

CLEAR SKILLS

19 RANKS — ARMOR PENALTY 0

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
☑ Acrobatics •	DEX	8	1	4	3		
☑ Appraise	INT	3	0	3	0		
☑ Bluff	CHA	7	2	2	3		
☑ Climb •	STR	3	1	-1	3		
☑ Craft:	INT	3	0	3	0		
☑ Craft:	INT	3	0	3	0		
☑ Diplomacy	CHA	6	1	2	3		
☑ Disable Device •	DEX	9	2	4	3		
☑ Disguise	CHA	2	0	2	0		
☑ Escape Artist •	DEX	9	2	4	3		
☐ Fly •	DEX	4	0	4	0		
☑ Handle Animal	CHA	--	0	2	0		
☐ Heal	WIS	2	0	2	0		
☑ Intimidate	CHA	2	0	2	0		
☐ Kn:	INT	--	0	3	0		
☑ Kn: *DUNGEONEERING*	INT	--	0	3	0		
☑ Kn: *ENGINEERING*	INT	--	0	3	0		
☑ Kn: *LOCAL*	INT	7	1	3	3		
☐ Kn:	INT	--	0	3	0		
☐ Kn:	INT	--	0	3	0		
☑ Linguistics	INT	7	1	3	3		
☑ Perception	WIS	7	2	2	3		
☑ Perform	CHA	2	0	2	0		
☑ Profession:	WIS	--	0	2	0		
☑ Ride •	DEX	4	0	4	0		
☑ Sense Motive	WIS	6	1	2	3		
☑ Sleight of Hand •	DEX	8	1	4	3		
☐ Spellcraft	INT	--	0	3	0		
☑ Stealth •	DEX	9	2	4	3		
☑ Survival	WIS	2	0	2	0		
☐ Swim •	STR	-1	0	-1	0		
☑ Use Magic Device	CHA	7	2	2	3		
☐	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

CLEAR EXPERIENCE

EXPERIENCE — SLOW ☐ MEDIUM ☑ FAST ☐ — / 2,560

INIT INITIATIVE	4

SPEED	FLY	SWIM	CLIMB	
30				

DR DAMAGE REDUCTION	0
SR SPELL RESIST	0
AP ACTION POINTS	0

RESISTANCES

RESISTANCES

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor: Leather armor	0	2	6	0	10	L	M	Leather
Shield								

PROFICIENCIES

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Crossbow, light									1d8	19-20/x2	80	M	P	30
Sword, short									1d6	19-20/x2		M	P	
Dagger									1d4	19-20/x2	10	M	P/S	2

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT
1		*Leather armor*	15
1		*Crossbow, light*	4
3		*Bolts, crossbow (10)*	1
1		*Sword, short*	2
2		*Dagger*	1
1		*Backbag*	2
1		*Bedroll*	5
1		*Flint and steel*	-
1		*Rations, trail (1 day)*	1
1		*Sack*	1/2
1		*Waterskin*	4
1		*Thieves' tools*	1
1		*Lantern, hooded*	2
3		*Oil (1-pint flask)*	1
		TOTAL WEIGHT	***NaN***

MAGIC ITEMS

CLEAR

⌘	ITEM	USES & CHARGES

WORN EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
RING	
RING	
WAIST	
FEET	

SPECIAL ABILITIES

CLEAR

NAME	USES/DAY

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
26	53	80	N	80	160	400

WEALTH

CLEAR

	CURRENCY	TREASURE
P		
G	*1,000*	
S		
C		
OTHER		

BAGS & CONTAINERS

CLEAR

⌘	CONTAINER	VOLUME	WEIGHT

NOTES

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ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS	TOTAL KNOWN
	0			WIS	
	1st			1	
	2nd			1	
	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

SPECIAL QUALITIES

ABILITY	TOTAL
STR STRENGTH	
DEX DEXTERITY	
CON CONSTITUTION	
INT INTELLIGENCE	
WIS WISDOM	
CHA CHARISMA	

DEFENSES	TOTAL
AC ARMOR CLASS	
FORT FORTITUDE	
REF REFLEX	
WILL WILLPOWER	
SPD SPEED	
CMB MODIFIER	
CMD MODIFIER	

HP HIT POINTS: TOTAL

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

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG

CLEAR GROUP

CLEAR

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