

PATHFINDER

CHARACTER SHEET

CHARACTER NAME

Alicia Silvermane

Player Name **Matt**

LEVEL

3

XP

100

HERO POINTS

X

Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.

ANCESTRY

Human

Heritage and Traits

Versatile Human

Size

med

BACKGROUND

Deep Background

Background Notes

CLASS

Champion

Class Notes

ATTRIBUTES

+0 Strength

Partial Boost

+4 Dexterity

Partial Boost

+1 Constitution

Partial Boost

+0 Intelligence

Partial Boost

+2 Wisdom

Partial Boost

+2 Charisma

Partial Boost

DEFENSES

Armor Class Shield



Hardness	Max HP	BT	HP

Armor Proficiencies

Unarmored Light Medium Heavy

Unarmored	Light	Medium	Heavy
☒	☒	☒	☒

10 + 4 + 2 + 1

Base Dex* Prof Item
* Use armor's Dex cap if lower

Fortitude

+5

1 + 4 + 0

Con Prof Item

Reflex

+6

4 + 2 + 0

Dex Prof Item

Will

+6

2 + 4 + 0

Wis Prof Item

Defenses Notes

HIT POINTS

Maximum

41

Current HP

41

Temporary HP

0

Dying

Wounded 0/3

Resistances and Immunities

Conditions

SKILLS

Acrobatics

+6

4 + 2 + 0 - 1

Dex Prof Item Armor

Arcana

-2

0 + -2 + 0

Int Prof Item

Athletics

-2

0 + -2 + 0 - 1

Str Prof Item Armor

Crafting

-2

0 + -2 + 0

Int Prof Item

Deception

+0

2 + -2 + 0

Cha Prof Item

Diplomacy

+6

2 + 4 + 0

Cha Prof Item

Intimidation

+0

2 + -2 + 0

Cha Prof Item

Scribing Lore

+2

0 + 2 + 0

Int Prof Item

Lore

+ +

Int Prof Item

Medicine

+4

2 + 2 + 0

Wis Prof Item

Nature

+0

2 + -2 + 0

Wis Prof Item

Occultism

-2

0 + -2 + 0

Int Prof Item

Performance

+0

2 + -2 + 0

Cha Prof Item

Religion

+4

2 + 2 + 0

Wis Prof Item

Society

-2

0 + -2 + 0

Int Prof Item

Stealth

+2

4 + -2 + 0 - 1

Dex Prof Item Armor

Survival

+0

2 + -2 + 0

Wis Prof Item

Thievery

+2

4 + -2 + 0 - 1

Dex Prof Item Armor

Skill Notes

LANGUAGES

empyrean, common

PERCEPTION

+4

2 + 2 + 0

Wis Prof Item

Senses and Notes

SPEED

30

feet

Special Movement

STRIKES

Melee Strikes

Weapon

+1 Bayonet



4 + 2 + 1

Str Prof Item

Damage

1d4

BP
OP
OS

Traits and Notes Agile, Attached-to-crossbow-or-firearm, Finesse, Magical, Potency +1

Weapon

Shortsword



4 + 2 + 0

Str Prof Item

Damage

1d6

BP
OP
OS

Traits and Notes Agile, Finesse, Versatile S

Weapon

Unarmed Attack



4 + 2 + 0

Str Prof Item

Damage

1d4

BP
OP
OS

Traits and Notes Agile, Finesse, Nonlethal, Unarmed

Ranged Strikes

Weapon

+1 Striking Vitalizing Arb ...



4 + 2 + 1

Dex Prof Item

Damage

2d10

BP
OP
OS

Traits and Notes Backstabber, Disrupting rune, Magical, Potency +1, Range 110, Striking

Weapon



+ +

Dex Prof Item

Damage

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

Unarmed	Simple	Martial	Advanced	Other
☒	☒	☒	☒	☒

Critical Specializations

CLASS DC

16

10 + 4 + 2 + 0

Base Key Prof Item

REMINDERS

Proficiency

Untrained +0

Trained 2 + level

Expert 4 + level

Master 6 + level

Legendary 8 + level

Action Icons

Single Action

Two-Action Activity

Three-Action Activity

Free Action

Reaction

ANCESTRY AND GENERAL FEATS — CLASS ABILITIES

Level 1	Ancestry and Heritage Abilities <i>Pilgrim's Token</i> Ancestry Feat <i>Natural Ambition (Deity's Domain (Sun))</i> Background Skill Feat <i>Quick Identification, Streetwise</i>	Class Feats and Features <i>Cause (Justice), Deity (Champion) (Dol Arrah: Goddess of Honor and Sacrifice, Deific Weapon, Champion's Aura), Devotion Spells, Shield Block</i>
2	Skill Feat <i>Battle Medicine</i>	Class Feat <i>Vengeful Oath</i>
3	General Feat <i>Fleet</i>	Class Feature <i>Blessing of the Devoted (Blessed Armament)</i>
4	Skill Feat	Class Feat
5	Ancestry Feat Boosts	Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat Boosts	Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat Boosts	Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat Boosts	Class Feat

INVENTORY

Held Items +1 Striking Vitalizing Arbalest ±		Bulk 2	
Consumables Healing Potion (Lesser) ±		Bulk 0.1	
Worn Items		Invested	Bulk
Backpack			0
Bedroll			0.1
10 Chalk			0
7 Copper Pieces			1
Flint and Steel			0
58 Gold Pieces			1
Identification Papers, standard			0.1
Lantern (Hooded)			0.1
3 Oil (1 pint)			0
3 Rations			0.1
Rope			0.1
Soap			0
5 Torch			0.1
Waterskin			0.1
2 Blindpepper Bolt ±			0
14 Bolts			0.1
Clothing (Cold-Weather)			0.1
Healer's Toolkit			1
Leather Lamellar			1
Pilgrim's Token			0.1
Shortsword			0.1
BULK			
		Light Items 10 light Bulk items = 1 Bulk	
		Encumbered Bulk 5 + Str	
		Maximum Bulk 10 + Str	
		Maximum Invested 10	
WEALTH			
CP	SP	GP	PP
			
Gems and Artwork		Price	Bulk

CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
		Khorvair: C ...	17	Female	5'4"	140 lbs.

Appearance

PERSONALITY

Attitude	Deity or Philosophy
	Dol Arrah: Goddess of Honor and Sacrifice

Edicts	Anathema

Likes

Dislikes

Catchphrases

CAMPAIGN NOTES

Notes

Allies

Enemies

Organizations

ACTIONS AND ACTIVITIES

➤

Battle Medicine
General, Healing, Manipulate, Skill

PC

FREE ACTIONS AND REACTIONS

↻

Retributive Strike
Champion, Divine

PPC2

↻

Shield Block
General

PC

