

PATHFINDER CHARACTER SHEET

CHARACTER NAME _____

Ferdinand Blackvenner

Player Name **James**

LEVEL _____

XP
 **3**
204

HERO POINTS _____



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 _____

Swashbuckler


Class Notes
Fencer

ATTRIBUTES _____

+2 Strength Partial Boost
+4 Dexterity Partial Boost
+1 Constitution Partial Boost
+0 Intelligence Partial Boost
+0 Wisdom Partial Boost
+2 Charisma Partial Boost

DEFENSES _____

Armor Class Shield

 **18**

Hardness Max HP BT HP

Unarmored Light Medium Heavy

Armor Proficiencies

T E M L
 T E M L
 T E M L
 T E M L

10 + 3 + 2 + 3
 Base Dex* Prof Item
 *Use armor's Dex cap if lower

Fortitude **+5** T E M L
 1 + 4 + 0
 Con Prof Item

Reflex **+8** T E M L
 4 + 4 + 0
 Dex Prof Item

Will **+4** T E M L
 0 + 4 + 0
 Wis Prof Item

Defenses Notes

HIT POINTS _____

Maximum **41** **27** Current HP
 Temporary HP **0**

Dying

Wounded **0/3**

Resistances and Immunities
auditory.

Conditions
Deafened

SKILLS _____

Acrobatics **+6** T E M L
 4 + 2 + 0 - 1
 Dex Prof Item Armor

Arcana **-2** T E M L
 0 + -2 + 0
 Int Prof Item

Athletics **+4** T E M L
 2 + 2 + 0 - 1
 Str Prof Item Armor

Crafting **-2** T E M L
 0 + -2 + 0
 Int Prof Item

Deception **+6** T E M L
 2 + 4 + 0
 Cha Prof Item

Diplomacy **+0** T E M L
 2 + -2 + 0
 Cha Prof Item

Intimidation **+0** T E M L
 2 + -2 + 0
 Cha Prof Item

Guild Lore **+2** T E M L
 0 + 2 + 0
 Int Prof Item

Lore T E M L
 + +
 Int Prof Item

Medicine **-2** T E M L
 0 + -2 + 0
 Wis Prof Item

Nature **+2** T E M L
 0 + 2 + 0
 Wis Prof Item

Occultism **-2** T E M L
 0 + -2 + 0
 Int Prof Item

Performance **+0** T E M L
 2 + -2 + 0
 Cha Prof Item

Religion **-2** T E M L
 0 + -2 + 0
 Wis Prof Item

Society **-2** T E M L
 0 + -2 + 0
 Int Prof Item

Stealth **+5** T E M L
 4 + 2 + 0 - 1
 Dex Prof Item Armor

Survival **+2** T E M L
 0 + 2 + 0
 Wis Prof Item

Thievery **+7** T E M L
 4 + 2 + 1 - 1
 Dex Prof Item Armor

Skill Notes

LANGUAGES _____

elven, common

PERCEPTION _____

+4 T E M L
 0 + 4 + 0
 Wis Prof Item

Senses and Notes

SPEED _____

35 feet

Special Movement

STRIKES _____

Melee Strikes

Weapon **+1 Main-Gauche** **+7** T E M L
 4 + 2 + 1
 Btr Prof Item

Damage **1d4 + 2 + 2** B P S

Traits and Notes **Agile, Disarm, Finesse, Magical, Parry, Potency +1, Versatile S**

Weapon **+1 Rapier** **+7** T E M L
 4 + 2 + 1
 Btr Prof Item

Damage **1d6 + 2 + 2** B P S

Traits and Notes **Deadly d8, Disarm, Finesse, Magical, Potency +1**

Weapon **Dagger** **+6** T E M L
 4 + 2 + 0
 Btr Prof Item

Damage **1d4 + 2 + 2** B P S

Traits and Notes **Agile, Finesse, Thrown 10, Versatile S**

Ranged Strikes

Weapon **Crossbow** **+6** T E M L
 4 + 2 + 0
 Dex Prof Item

Damage **1d8** B P S

Traits and Notes **Range 120**

Weapon **Dagger** **+6** T E M L
 4 + 2 + 0
 Dex Prof Item

Damage **1d4 + 2** B P S

Traits and Notes **Agile, Range 10, Thrown, Versatile S**

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

T E M L
 T E M L
 T E M L
 T E M L
 T E M L

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

INVENTORY

Level 1	Ancestry and Heritage Abilities		Class Feats and Features
	Fleet		Confident Finisher, Panache, Precise Strike, Stylish Combatant, Swashbuckler's Style (Fencer)
	Ancestry Feat		
	General Training (Incredible Initiative)		
	Background Skill Feat		Bonus Feats: Pickpocket
2	Skill Feat		Class Feat
	Lengthy Diversion		Tumble Behind (Swashbuckler)
	General Feat		Class Feature
3	Skill Feat: Combat Climber		Fortitude Expertise, Opportune Riposte, Stylish Tricks, Vivacious Speed
	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

Held Items	Bulk
+1 Main-Gauche ‡	0.1
+1 Rapier ‡	1
Lantern (Hooded)	0.1

Consumables	Bulk
Healing Potion (Minor) ‡	0.1
Healing Potion (Moderate) ‡	0.1

Worn Items	Invested	Bulk
+1 Chain Shirt ‡	x	1
Backpack		0
Bedroll		0.1
Candle		0
10 Chalk		0
Clothing (Fine)		0.1
Clothing (Ordinary)		0
Cookware		2
Flint and Steel		0
Identification Papers, standard		0.1
3 Rations		0.1
Rope		0.1
Soap		0
5 Torch		0.1
Waterskin		0.1
10 Bolts		0.1
Charlatan's Gloves ‡	x	0.1
Clothing (Cold-Weather)		0.1
Compass		0
Dagger		0.1
Rapier		1
Thieves' Toolkit		0.1

BULK

Bulk Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

WEALTH

CP **4** SP **158** GP **19** PP **0**

Gems and Artwork	Price	Bulk

CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
		Khorvair: K ...	19	Male	5'8"	170 lbs.

Appearance
Slim and light haired, he has a wiry but strong build. Elegant and dexterous, he seems to be pe ...

PERSONALITY

Attitude	Deity or Philosophy
	Olladra: Goddess of Feast and Good Fortune

Edicts	Anathema

Likes

Dislikes

Catchphrases

CAMPAIGN NOTES

Notes

Allies

Enemies

Organizations

ACTIONS AND ACTIVITIES

➤ **Confident Finisher** **PPC2**
 Finisher

➤ **Extravagant Parry** **PPC2**
 Swashbuckler

FREE ACTIONS AND REACTIONS

↻ **Opportune Riposte** **PPC2**
 Bravado, Swashbuckler

MAGICAL TRADITION

Arcane  Occult
 Primal  Divine


Prepared Caster
 Spontaneous Caster

SPELL STATISTICS

Spell Attack
 **4** T E M L
 Key Prof **2 + 2**

Spell DC
 **14** T E M L
 Base Key Prof **10 + 2 + 2**

CANTRIPS

Cantrips per Day 

Cantrip Rank

1/2 your level rounded up

Name	Actions	Prep

FOCUS SPELLS

Focus Points

Focus Spell Rank

1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions

INNATE SPELLS

Name	Actions	Freq
Telekinetic Hand	↔	

SPELL SLOTS

Spells per Day



Spell Rank

1 2 3 4 5 6 7 8 9 10

Spells Remaining



SPELLS

Name	Actions	Rank	Prep

Name	Actions	Rank	Prep

RITUALS

Name	Rank	Cost

Name	Rank	Cost