

PATHFINDER

CHARACTER SHEET

CHARACTER NAME

Sarroxioð

Player Name **Malcolm**

LEVEL

3

XP

204

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

Dromaar

Size

med

BACKGROUND

Deep Background

Background Notes

CLASS

Barbarian

Class Notes

Dragon Instinct (Black Dragon)/Bloo ...

ATTRIBUTES

+3 Strength
Partial Boost**+1** Dexterity
Partial Boost**+3** Constitution
Partial Boost**+0** Intelligence
Partial Boost**+0** Wisdom
Partial Boost**+2** Charisma
Partial Boost

DEFENSES

Armor Class Shield

**+2**Hardness **5** Max HP **20** BT **10** HP **20**

Armor Proficiencies

Unarmored Light Medium Heavy

☒	☒	☒	☐
T	E	M	L
L	L	L	L

10 + 1 + 2 + 4Base Dex* Prof Item
* Use armor's Dex cap if lower

Fortitude

+7**3 + 4 + 0**

Con Prof Item

Defenses Notes

Reflex

+3**1 + 2 + 0**

Dex Prof Item

Will

+4**0 + 4 + 0**

Wis Prof Item

HIT POINTS

Maximum

53

Current HP

21

Temporary HP

0Dying ☐ ☐ ☐ ☐Wounded **0/3**

Resistances and Immunities

Conditions

SKILLS

Acrobatics **+3**
Dex Prof Item Armor **1 + 2 + 0 - 2**Arcana **-2**
Int Prof Item **0 + -2 + 0**Athletics **+7**
Str Prof Item Armor **3 + 4 + 0 - 2**Crafting **-2**
Int Prof Item **0 + -2 + 0**Deception **+0**
Cha Prof Item **2 + -2 + 0**Diplomacy **+0**
Cha Prof Item **2 + -2 + 0**Intimidation **+4**
Cha Prof Item **2 + 2 + 0**Labor Lore **+2**
Int Prof Item **0 + 2 + 0**Lore **+**
Int Prof Item **+ +**Medicine **-2**
Wis Prof Item **0 + -2 + 0**Nature **+2**
Wis Prof Item **0 + 2 + 0**Occultism **-2**
Int Prof Item **0 + -2 + 0**Performance **+0**
Cha Prof Item **2 + -2 + 0**Religion **-2**
Wis Prof Item **0 + -2 + 0**Society **-2**
Int Prof Item **0 + -2 + 0**Stealth **+1**
Dex Prof Item Armor **1 + 2 + 0 - 2**Survival **+2**
Wis Prof Item **0 + 2 + 0**Thievery **-1**
Dex Prof Item Armor **1 + -2 + 0 - 2**

Skill Notes

LANGUAGES

draconic, common

PERCEPTION

+4**0 + 4 + 0**

Wis Prof Item

Senses and Notes

Darkvision, Low-Light

Vision

SPEED

30

feet

Special Movement

STRIKES

Melee Strikes

Weapon

+1 Striking Greatsword**+6****3 + 2 + 1**

Str Prof Item

Damage

2d12 + 3Traits and Notes **Magical, Potency +1, Striking, Versatile P**

Weapon

+1 Striking Longsword**+6****3 + 2 + 1**

Str Prof Item

Damage

2d8 + 3Traits and Notes **Magical, Potency +1, Striking, Versatile P**

Weapon

Club**+5****3 + 2 + 0**

Str Prof Item

Damage

1d6 + 3Traits and Notes **Thrown 10**

Ranged Strikes

Weapon

Blasting Stone (Lesser)**+3****1 + 2 + 0**

Dex Prof Item

Damage

1d4 + 1 sonicTraits and Notes **Alchemical, Bomb, Consumable, Range 20, Sonic, Splash**

Weapon

Club**+3****1 + 2 + 0**

Dex Prof Item

Damage

1d6 + 3Traits and Notes **Range 10, Thrown**

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

☒	☒	☒	☐	☐	☐
T	E	M	T	T	T
L	L	L	L	L	L

Critical Specializations

CLASS DC

15**10 + 3 + 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	Class Feats and Features
	Ancestry Feat Ore Sight	Instinct (Dragon Instinct (Black Dragon)), Quick-Tempered, Rage
	Background Skill Feat Impressive Performance	
2	Skill Feat Cat Fall	Class Feat Sorcerer Dedication
3	General Feat Ancestral Paragon (Ore Ferocity)	Class Feature Furious Footfalls
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	Bulk		
+1 Striking Longsword ±	1		
Steel Shield	1		
Consumables	Bulk		
Healing Potion (Minor) ±	0.1		
Healing Potion (Moderate) ±	0.1		
Worn Items	Invested Bulk		
Backpack	0.1		
Bedroll	0.1		
10 Bottle of Salasta	0.1		
10 Chalk	0		
Crowbar	0.1		
Elixir of Life (Minor)	0.1		
Flint and Steel	0		
Grappling Hook	0.1		
Identification Papers, standard	0.1		
3 Rations	0.1		
Rope	0.1		
Signal Whistle	0		
14 Silver Pieces	1		
Soap	0		
5 Torch	0.1		
Waterskin	0.1		
Blasting Stone (Lesser)	0.1		
18 Bolts	0.1		
Chain Mail	2		
Clothing (Cold-Weather)	0.1		
Club	1		
Crossbow	1		
BULK			
Bulk 7	Light Items 10 light Bulk items = 1 Bulk		
	Encumbered Bulk 5 + Str		
	Maximum Bulk 10 + Str		
	Maximum Invested 10		
WEALTH			
CP	SP	GP	PP
1	14	8	0
Gems and Artwork		Price	Bulk



Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
Tashana	Black Claw C ...	Sarlona: Tas ...	15	Male	6'1"	255 lbs.
Appearance						
Fastidiously clean and tidy						
Wears loose fitting black clothing with dark green trim.						
PERSONALITY						
Attitude			Deity or Philosophy			
Edicts			Anathema			
Likes						
Dislikes						
Catchphrases						

[illegible]

- Emerald Claw (terrorist cult) – baddies
- Arthemis d'Canith (diplomat, Emerald cult leader)

[illegible][illegible]

