

PATHFINDER PLAYTEST CHARACTER SHEET

WEAPON PROFICIENCIES

SIMPLE MARTIAL AL-CHEMICAL Bombs LIGHT MEDIUM HEAVY SHIELDS

ARMOR PROFICIENCIES

LIGHT MEDIUM HEAVY SHIELDS

CHARACTER NAME Anisette Raved
 ANCESTRY Goblin SIZE SMALL BACKGROUND Merchant
 CLASS Alchemist LEVEL 1 EXPERIENCE POINTS (XP) _____
 ALIGNMENT LN DEITY _____ AGE 17 GENDER M
 LANGUAGE Goblin, Common, Gnomish

SPEED (FEET) 25
 CLASS DC LEVEL 1 + KEY 4 HERO POINTS 1
 MAX 15 HIT POINTS CURRENT _____ TEMPORARY _____

PERCEPTION 0 WIS -1 PROF ITEM 1

MELEE STRIKES

Dagger STR 10 + 4 ABILITY +3 PROF +1 OTHER DAMAGE _____ TRAITS Agile
Sickle STR 10 + 4 ABILITY +3 PROF +1 OTHER DAMAGE _____ TRAITS Agile, Trip

RANGED STRIKES

Bombs DEX +3 PROF +1 OTHER DAMAGE _____ RANGE _____ TRAITS _____
 DEX _____ PROF _____ OTHER DAMAGE _____ RANGE _____ TRAITS _____

SKILLS

ACROBATICS	DEX	PROF	ITEM	ARMOR	MEDICINE	WIS	PROF	ITEM
<u>4</u>	<u>3</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>-1</u>	<u>1</u>	<u>1</u>
ARCANA	INT	PROF	ITEM	ARMOR	NATURE	WIS	PROF	ITEM
<u>5</u>	<u>4</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>-2</u>	<u>-1</u>	<u>-1</u>	<u>-1</u>
ATHLETICS	STR	PROF	ITEM	ARMOR	OCCULTISM	INT	PROF	ITEM
<u>-1</u>	<u>0</u>	<u>-1</u>	<u>0</u>	<u>0</u>	<u>3</u>	<u>4</u>	<u>-1</u>	<u>-1</u>
CRAFTING	INT	PROF	ITEM	ARMOR	PERFORMANCE	CHA	PROF	ITEM
<u>5</u>	<u>4</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>2</u>	<u>-1</u>	<u>-1</u>
DECEPTION	CHA	PROF	ITEM	ARMOR	RELIGION	WIS	PROF	ITEM
<u>1</u>	<u>2</u>	<u>-1</u>	<u>0</u>	<u>0</u>	<u>-2</u>	<u>-1</u>	<u>-1</u>	<u>-1</u>
DIPLOMACY	CHA	PROF	ITEM	ARMOR	SOCIETY	INT	PROF	ITEM
<u>1</u>	<u>2</u>	<u>-1</u>	<u>0</u>	<u>0</u>	<u>3</u>	<u>4</u>	<u>-1</u>	<u>-1</u>
INTIMIDATION	CHA	PROF	ITEM	ARMOR	STEALTH	DEX	PROF	ITEM
<u>1</u>	<u>2</u>	<u>-1</u>	<u>0</u>	<u>0</u>	<u>2</u>	<u>3</u>	<u>-1</u>	<u>-1</u>
MERCANTILE LORE	INT	PROF	ITEM	ARMOR	SURVIVAL	WIS	PROF	ITEM
<u>5</u>	<u>4</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>-1</u>	<u>1</u>	<u>1</u>
LORE	INT	PROF	ITEM	ARMOR	THIEVERY	DEX	PROF	ITEM
<u>3</u>	<u>4</u>	<u>-1</u>	<u>0</u>	<u>0</u>	<u>2</u>	<u>3</u>	<u>-1</u>	<u>-1</u>

REACTIONS AND FREE ACTIONS

TRIGGER _____ TRAITS _____
 TRIGGER _____ TRAITS _____

ACTIONS AND ACTIVITIES

TRIGGER _____ TRAITS _____
 TRIGGER _____ TRAITS _____

SAVING THROWS

FORTITUDE 3 CON 1 PROF 2 ITEM _____
 REFLEX 5 DEX 3 PROF 2 ITEM _____
 WILL 0 WIS -1 PROF 1 ITEM _____

ARMOR CLASS

AC 16 DEX 3 OR DEX CAP 5 PROF 1 ITEM 2
 TAC 10+ DEX 3 OR DEX CAP 5 PROF 1 ITEM _____

ABILITY SCORES

STRENGTH STR 0 MODIFIER 0 SCORE 10
DEXTERITY DEX 3 MODIFIER +3 SCORE 16
CONSTITUTION CON +1 MODIFIER +1 SCORE 12
INTELLIGENCE INT +4 MODIFIER +4 SCORE 18
CHARISMA CHA -1 MODIFIER +2 SCORE 8
WISDOM WIS -1 MODIFIER +2 SCORE 14

