

PATHFINDER PLAYTEST CHARACTER SHEET

WEAPON PROFICIENCIES

SIMPLE
 MARTIAL
 LIGHT
 MEDIUM
 HEAVY
 SHIELDS

ARMOR PROFICIENCIES

SIMPLE
 MARTIAL
 LIGHT
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CHARACTER NAME

CHARACTER NAME: Mona Tandon
 ANCESTRY: Elf SIZE: M BACKGROUND LEVEL: 1 Nomad EXPERIENCE POINTS (XP)
 CLASS: Paladin
 ALIGNMENT: LG DEITY: Lystea AGE: 59 GENDER: F
 LANGUAGE: Common, Elven, Sylvan

MELEE STRIKES

STR: 4
 DEX: 2
 INT: 1
 WIS: 0
 CHA: 2

RANGED STRIKES

RANGE: 20
 OTHER DAMAGE: Dragon 20ft
 RANGE: 20
 OTHER DAMAGE:

SKILLS

ACROBATICS: 1
 ARCANA: 1
 ATHLETICS: 2
 CRAFTING: 2
 DECEPTION: 2
 DIPLOMACY: 3
 INTIMIDATION: 3
 LORE: 2
 LORE (Wizards): 2
 LORE (Zak): 2

ABILITY SCORES

STRENGTH: STR 16
 DEXTERITY: DEX 14
 CONSTITUTION: CON 10
 INTELLIGENCE: INT 12
 WISDOM: WIS 10
 CHARISMA: CHA 14

SAVING THROWS

FORTITUDE: 2
 REFLEX: 3
 WILL: 2

ARMOR CLASS

AC: 17 (+10)
 DEX CAP: 2
 TAC: 14 (+10)
 DEX CAP: 3
 DEX CAP: 3

PERCEPTION

PERCEPTION: 1
 SENSES: 1
 WIS: 0
 PROF: 1
 ITEM: 1

HIT POINTS

MAX: 16
 CURRENT: 6
 TEMPORARY:

CLASS DC

CLASS DC: 15
 LEVEL: 10+
 KEY: 4

HERO POINTS

HERO POINTS: 4

REACTIONS AND FREE ACTIONS

REACTIONS AND FREE ACTIONS: Retributive Strike
 TRIGGER: creature w/in reach hits ally or friendly creature

TRIGGERS

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ACROBATICS

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ARCANA

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ATHLETICS

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CRAFTING

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DECEPTION

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DIPLOMACY

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SPELLS

SPELL ROLL AND DC

SPELL ROLL DC ABILITY PROF. ITEM

SPELL SLOTS

PREPARED ARCANE OCCULT
 SPONTANEOUS DIVINE PRIMAL

1st 2nd 3rd 4th 5th
 6th 7th 8th 9th 10th

SPONTANEOUS SPELLS REMAINING

1st 2nd 3rd 4th 5th
 6th 7th 8th 9th 10th

SPONTANEOUS HEIGHTENING

CANTRIPS

PREP	HEIGHTENED	ACTIONS
PREP	HEIGHTENED	ACTIONS
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SPELLS

PREP	LVL	HEIGHTENED	ACTIONS
PREP	LVL	HEIGHTENED	ACTIONS
PREP	LVL	HEIGHTENED	ACTIONS
PREP	LVL	HEIGHTENED	ACTIONS
PREP	LVL	HEIGHTENED	ACTIONS
PREP	LVL	HEIGHTENED	ACTIONS

SPELL POINTS

CURRENT MAXIMUM ABILITY FEATS

POWERS

Champion
 lay on hands
 Divine ward

COST	HEIGHTENED	ACTIONS
COST	HEIGHTENED	ACTIONS
COST	HEIGHTENED	ACTIONS
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NOTES

Dim light = bright light
 Lystra-capacity, Motrethoer, protection
 - Never willingly commit evil act
 - such as murder, torture or evil spell
 - Most not use actions you know will incur innocents
 - If you know action was to prevent, does force to take action against possible harm or sacrifice life's potential.
 - Act w/ honor, no cheating, lying, or taking advantage
 - respect lawful authority of legit ruler/leadership & follow laws