

# PATHFINDER

## ROLEPLAYING GAME

### CHARACTER SHEET

CHARACTER NAME: Sitra Naham-ra ALIGNMENT: NG PLAYER: Rachel  
 RACE: Human SIZE: M GENDER: F AGE: 19 DEITY: Osirian HOMELAND: Hazul  
 CHARACTER LEVEL: 4 HEIGHT: 5'6" WEIGHT: 125 HAIR: Black EYES: Hazel

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	DR
<b>STR</b> STRENGTH	11	0			<sup>+8</sup>	27	
<b>DEX</b> DEXTERITY	19	4					
<b>CON</b> CONSTITUTION	14	2					
<b>INT</b> INTELLIGENCE	14	2					
<b>WIS</b> WISDOM	12	1					
<b>CHA</b> CHARISMA	12	1					

**AC** ARMOR CLASS: 17 = 10 + 2 + 4 + 1 + 0  
 TOTAL: 17

**TOUGH** ARMOR CLASS: 15  
**FLAT-FOOTED** ARMOR CLASS: 13

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	3	1	2				
<b>REFLEX</b> (DEXTERITY)	8	4	4				
<b>WILL</b> (WISDOM)	2	1	1				

**BASE ATTACK BONUS**: 3  
**SPELL RESISTANCE**: 0

**CMB**: 3 = 3 + 0 + 0  
 TOTAL: 3

**CMD**: 17 = 3 + 0 + 4 + 10  
 TOTAL: 17

WEAPON	ATTACK BONUS	CRITICAL
<u>Kukri (2)</u>	26	18-20
TYPE: <u>S</u>	RANGE: <u></u>	AMMUNITION: <u>1 d4 + 4</u>

WEAPON	ATTACK BONUS	CRITICAL
<u>+1 Light Crossbow</u>	+8	19-20
TYPE: <u>P</u>	RANGE: <u>80 ft</u>	AMMUNITION: <u>4 Cold Iron / 10 Regular</u>

WEAPON	ATTACK BONUS	CRITICAL
<u>Sneak Attack</u>		
TYPE: <u></u>	RANGE: <u></u>	AMMUNITION: <u>2 d6</u>

WEAPON	ATTACK BONUS	CRITICAL
<u>Two Weapon Fighting</u>	+5 / +5	
TYPE: <u></u>	RANGE: <u></u>	AMMUNITION: <u></u>

WEAPON	ATTACK BONUS	CRITICAL
<u>Debilitating Injury - Bewildered</u>		
TYPE: <u></u>	RANGE: <u></u>	AMMUNITION: <u>-2 to AC / -4 vs Sitra</u>

SPEED	LAND	TEMP MODIFIERS
30	FT. SQ.	
	BASE SPEED	WITH ARMOR
	FLY	MANEUVERABILITY
	SWIM	CLIMB
		BURROW

### SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	9	=DEX 4	+ 4	+ 2
<input checked="" type="checkbox"/> APPRAISE	7	=INT 2	+ 2	+ 3
<input checked="" type="checkbox"/> BLUFF	5	=CHA 1	+ 1	+ 3
<input checked="" type="checkbox"/> CLIMB	6	=STR 0	+ 3	+ 3
<input checked="" type="checkbox"/> CRAFT - <u>Painting</u>	7	=INT 2	+ 2	+ 3
<input type="checkbox"/> CRAFT				
<input type="checkbox"/> CRAFT				
<input checked="" type="checkbox"/> DIPLOMACY	9	=CHA 2	+ 4	+ 3
<input checked="" type="checkbox"/> DISABLE DEVICE*	11	=DEX 4	+ 4	+ 3
<input checked="" type="checkbox"/> DISGUISE		=CHA		
<input checked="" type="checkbox"/> ESCAPE ARTIST		=DEX		
<input type="checkbox"/> FLY		=DEX		
<input type="checkbox"/> HANDLE ANIMAL**		=CHA		
<input type="checkbox"/> HEAL		=WIS		
<input checked="" type="checkbox"/> INTIMIDATE		=CHA		
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	6	=INT 2	+ 4	
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	9	=INT 2	+ 4	+ 3
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	9	=INT 2	+ 4	+ 3
<input type="checkbox"/> KNOWLEDGE (NATURE)*		=INT		
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT		
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT		
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT		
<input checked="" type="checkbox"/> LINGUISTICS* -		=INT		
<input checked="" type="checkbox"/> PERCEPTION	8	=WIS 1	+ 4	+ 3
<input checked="" type="checkbox"/> PERFORM -		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION* - <u>LOVE</u>	8	=WIS 1	+ 4	+ 3
<input type="checkbox"/> PROFESSION*		=WIS		
<input type="checkbox"/> RIDE		=DEX		
<input checked="" type="checkbox"/> SENSE MOTIVE	9	=WIS 1	+ 4	+ 3
<input checked="" type="checkbox"/> SLEIGHT OF HAND**	10	=DEX 4	+ 3	+ 3
<input type="checkbox"/> SPELLCRAFT*		=INT		
<input checked="" type="checkbox"/> STEALTH	11	=DEX 4	+ 4	+ 3
<input type="checkbox"/> SURVIVAL		=WIS		
<input type="checkbox"/> SWIM		=STR		
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	5	=CHA 1	+ 1	+ 3

CLASS SKILL \* TRAINED ONLY  
 CONDITIONAL MODIFIERS:  
Trapfinding +1 Perc / Disable vs trap  
Trapsee

LANGUAGES:  
Common, Osirian, Kelish

ooooooooooooo od



