

PATHFINDER CHARACTER SHEET

PROFICIENCY
 Untrained +0
 Trained 2+Level
 Expert 4+Level
 Master 6+Level
 Legendary 8+Level

◆ Single Action
 ◆◆ Two-Action Activity
 ◆◆◆ Three-Action Activity
 ◇ Free Action
 ↷ Reaction

CHARACTER NAME
Clove Barlow

PLAYER NAME
Jess

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
Human (Skilled Heritage)

BACKGROUND
Herbalist

CLASS
Barbarian

SIZE M **ALIGNMENT** NG **TRAITS** human, humanoid

DEITY Iomedae

LEVEL
1

HERO POINTS

ABILITY SCORES

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

ARMOR CLASS

AC 18

DC BASE = 10

DEX	CAP	PROF	T	E	M	L	ITEM
2	OR 2	3					3

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield + **HARDNESS** / **MAX HP** / **BT** / **CURRENT HP**

HIT POINTS

22 MAX

CURRENT	TEMPORARY
	DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

CLASS DC

+17 = 10

DC BASE	KEY	PROF	T	E	M	L	ITEM
10	4	3					

SAVING THROWS

FORTITUDE		REFLEX		WILL	
+7		+5		+6	
CON	PROF	DEX	PROF	WIS	PROF
2	5	2	3	1	5
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
0		0		0	

NOTES Anathema: Disrespecting corpses or spirits is anathema to her instinct; defending herself against undead creatures is not.

PERCEPTION

+6

WIS	PROF	T	E	M	L	ITEM
1	5					0

SENSES

SPEED 25 **FEET**

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON Machete **7** = STR 4 PROF 3 T E M L ITEM 0

DAMAGE DICE STR B W SPEC OTHER TRAITS
 1d6 4 P S 0 Deadly d8, sweep

WEAPON Dagger **7** = STR 4 PROF 3 T E M L ITEM 0

DAMAGE DICE STR B W SPEC OTHER TRAITS
 1d4 4 P S 0 Agile, Finesse, Thrown 10 ft., Versatile S

WEAPON Hatchet **7** = STR 4 PROF 3 T E M L ITEM 0

DAMAGE DICE STR B W SPEC OTHER TRAITS
 1d6 4 P S 0 Agile, Sweep, Thrown 10 ft.

RANGED STRIKES

WEAPON Shortbow **5** = DEX 2 PROF 3 T E M L ITEM 0

DAMAGE DICE SPECIAL B W SPEC OTHER TRAITS
 1d6 0 P S 0 60 ft. Deadly d10

WEAPON **5** = DEX PROF T E M L ITEM

DAMAGE DICE SPECIAL B W SPEC OTHER TRAITS

WEAPON **5** = DEX PROF T E M L ITEM

DAMAGE DICE SPECIAL B W SPEC OTHER TRAITS

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
T E M L	T E M L	T E M L	T E M L

SKILLS

ACROBATICS	+5	DEX 2 PROF 3 T E M L ITEM 0	ARMOR -
ARCANA	+0	INT 0 PROF 0 T E M L ITEM 0	
ATHLETICS	+7	STR 4 PROF 3 T E M L ITEM 0	ARMOR -
CRAFTING	+3	INT 0 PROF 3 T E M L ITEM 0	
DECEPTION	+0	CHA 0 PROF 0 T E M L ITEM 0	
DIPLOMACY	+0	CHA 0 PROF 0 T E M L ITEM 0	
INTIMIDATION	+0	CHA 0 PROF 0 T E M L ITEM 0	
Herbalism	LORE +3	INT 0 PROF 3 T E M L ITEM 0	
LORE		INT PROF T E M L ITEM	
MEDICINE	+1	WIS 1 PROF 0 T E M L ITEM 0	
NATURE	+4	WIS 1 PROF 3 T E M L ITEM 0	
OCCULTISM	+0	INT 0 PROF 0 T E M L ITEM 0	
PERFORMANCE	+0	CHA 0 PROF 0 T E M L ITEM 0	
RELIGION	+1	WIS 1 PROF 0 T E M L ITEM 0	
SOCIETY	+0	INT 0 PROF 0 T E M L ITEM 0	
STEALTH	+5	DEX 2 PROF 3 T E M L ITEM 0	ARMOR -
SURVIVAL	+4	WIS 1 PROF 3 T E M L ITEM 0	
THIEVERY	+2	DEX 2 PROF 0 T E M L ITEM 0	ARMOR -

LANGUAGES

Common

ANCESTRY FEATS AND ABILITIES

	SPECIAL 1ST
Skilled Heritage	HERITAGE 1ST
General Training	FEAT 1ST
	FEAT 5TH
	FEAT 9TH
	FEAT 13TH
	FEAT 17TH

SKILL FEATS

Natural Medicine	BACKGROUND
	2ND
	4TH
	6TH
	8TH
	10TH
	12TH
	14TH
	16TH
	18TH
	20TH

GENERAL FEATS

	3RD
	7TH
	11TH
	15TH
	19TH

CLASS FEATS AND ABILITIES

Instinct (Spirit Instinct)	FEATURE 1ST
Skilled Heritage (Survival)	FEATURE 1ST
Sudden Charge	FEAT 1ST
	FEAT 2ND
	FEATURE 3RD
	FEAT 4TH
	FEATURE 5TH
	FEAT 6TH
	FEATURE 7TH
	FEAT 8TH
	FEATURE 9TH
	FEAT 10TH
	FEATURE 11TH
	FEAT 12TH
	FEATURE 13TH
	FEAT 14TH
	FEATURE 15TH
	FEAT 16TH
	FEATURE 17TH
	FEAT 18TH
	FEATURE 19TH
	FEAT 20TH


BONUS FEATS

Alchemical Crafting

INVENTORY

WORN ITEMS	INVEST (MAX 10)	BULK
Hide		
Backpack		0.0
Belt Pouch (2)		0.0

READIED ITEMS	BULK	OTHER ITEMS	BULK
Arrows (20)	0.2	Formula Book	0.1
		Bedroll	0.1
		Chalk (10)	0.0
		Flint and Steel	0.0
		Rope	0.1
		Rations (2)	0.2
		Torch (5)	0.5
		Waterskin	0.1

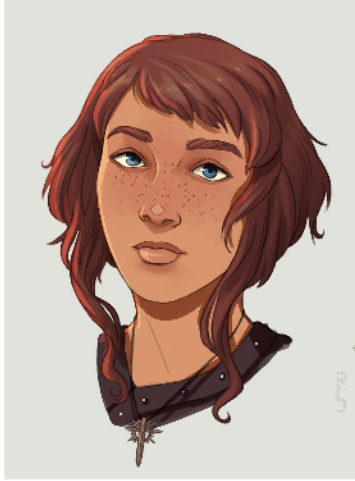

BULK
 3.4

ENCUMBERED
 BASE STR
 +9 =5 +4

MAXIMUM
 BASE STR
 +14 =10 +4

9 CP 7 SP 0 GP 0 PP

CHARACTER SKETCH



ETHNICITY Taldan	NATIONALITY Andoran	BIRTHPLACE Falcon's Hollow	AGE 15	GENDER & PRONOUNS F	HT 5'7"	WT 140lb
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APPEARANCE
Clove has a muscular but lean frame. Her skin is tanned and her face has a dusting of freckles across her cheeks and nose. She has bright blue eyes and chestnut-colored hair.

PERSONALITY

ATTITUDE
She is shy and uncertain of herself, but always wants to be helpful.

BELIEFS
You should always try to do the right thing.

LIKES animals, Laurel, helping people	DISLIKES mean people, the ale they serve at the tavern, public speaking
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CATCHPHRASES
None.

CAMPAIGN NOTES

NOTES

ALLIES

ENEMIES

ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
Rage	1	barbarian, concentrate, emotion, mental	CRB 84

DESCRIPTION
You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:
-You deal 2 additional damage with melee weapons and unarmed attacks. This additional damage is halved if your weapon or unarmed attack is agile.
-You take a -1 penalty to AC.
-You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.
After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
Sudden Charge	2	barbarian, fighter, flourish, open	CRB 88

DESCRIPTION
With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

FREE ACTIONS AND REACTIONS

NAME	FREE ACTION REACTION	TRAITS	PAGE

TRIGGER
DESCRIPTION

NAME	FREE ACTION REACTION	TRAITS	PAGE

TRIGGER
DESCRIPTION

NAME	FREE ACTION REACTION	TRAITS	PAGE

TRIGGER
DESCRIPTION

NAME	FREE ACTION REACTION	TRAITS	PAGE

TRIGGER
DESCRIPTION

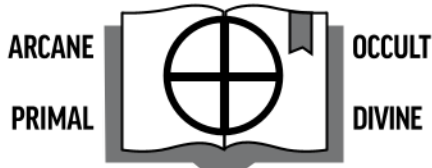
SPELL ATTACK ROLL

= KEY PROF T E M L

SPELL DC

= 10 DC BASE KEY PROF T E M L

MAGIC TRADITIONS



PREPARED SPONTANEOUS

CANTRIPS

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INNATE SPELLS

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FOCUS SPELLS

FOCUS POINTS CURRENT MAXIMUM 0

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SPELL SLOTS PER DAY

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	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

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