

# 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**  
Astrea Rasbith

**PLAYER NAME**  
Rachel

**EXPERIENCE POINTS (XP)**

**ANCESTRY AND HERITAGE**  
Halfling (Gutsy Halfling)

**BACKGROUND**  
Lumber Consortium Laborer

**CLASS**  
Fighter

**SIZE** S **ALIGNMENT** NG **TRAITS** halfling, humanoid

**DEITY** Cayden Cailean

**LEVEL**  
1

**HERO POINTS**

## ABILITY SCORES

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

## ARMOR CLASS

**AC** 18

DC BASE = 10

DEX	CAP	PROF	T	E	M	L	ITEM
4	OR 4	3					1

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

18  
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		+9		+4	
CON	PROF	DEX	PROF	WIS	PROF
2	5	4	5	1	3
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
0		0		0	

**NOTES** success on a saving throw against an emotion effect is a critical success instead

## PERCEPTION

+6

WIS	PROF	T	E	M	L	ITEM
1	5					0

**SENSES**

**SPEED** 25 **FEET**

**MOVEMENT TYPES & NOTES**

## MELEE STRIKES

**WEAPON** Rapier **AC** 9 = STR 4 PROF 5 T E M L ITEM 0

**DAMAGE** DICE 1d6 STR 0 W SPEC 0 OTHER Deadly d8, Disarm, Finesse TRAITS

**WEAPON** Dagger **AC** 9 = STR 4 PROF 5 T E M L ITEM 0

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

**WEAPON** **AC** = STR PROF T E M L ITEM

**DAMAGE** DICE STR W SPEC OTHER TRAITS

## RANGED STRIKES

**WEAPON** Shortbow **AC** 9 = DEX 4 PROF 5 T E M L ITEM 0

**DAMAGE** DICE 1d6 SPECIAL 0 W SPEC 0 OTHER 60 ft. Deadly d10 TRAITS

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

**DAMAGE** DICE SPECIAL W SPEC OTHER TRAITS

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

**DAMAGE** DICE SPECIAL 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	+7	DEX	PROF	T	E	M	L	ITEM	ARMOR
		4	3					0	-
ARCANA	+1	INT	PROF	T	E	M	L	ITEM	
		1	0					0	
ATHLETICS	+3	STR	PROF	T	E	M	L	ITEM	ARMOR
		0	3					0	-
CRAFTING	+4	INT	PROF	T	E	M	L	ITEM	
		1	3					0	
DECEPTION	+1	CHA	PROF	T	E	M	L	ITEM	
		1	0					0	
DIPLOMACY	+4	CHA	PROF	T	E	M	L	ITEM	
		1	3					0	
INTIMIDATION	+1	CHA	PROF	T	E	M	L	ITEM	
		1	0					0	
Forest	LORE	+4	INT	PROF	T	E	M	L	ITEM
			1	3				0	
Halfling Lore	LORE	+4	INT	PROF	T	E	M	L	ITEM
			1	3				0	
MEDICINE	+1	WIS	PROF	T	E	M	L	ITEM	
		1	0					0	
NATURE	+4	WIS	PROF	T	E	M	L	ITEM	
		1	3					0	
OCCULTISM	+1	INT	PROF	T	E	M	L	ITEM	
		1	0					0	
PERFORMANCE	+1	CHA	PROF	T	E	M	L	ITEM	
		1	0					0	
RELIGION	+1	WIS	PROF	T	E	M	L	ITEM	
		1	0					0	
SOCIETY	+1	INT	PROF	T	E	M	L	ITEM	
		1	0					0	
STEALTH	+7	DEX	PROF	T	E	M	L	ITEM	ARMOR
		4	3					0	-
SURVIVAL	+4	WIS	PROF	T	E	M	L	ITEM	
		1	3					0	
THIEVERY	+7	DEX	PROF	T	E	M	L	ITEM	ARMOR
		4	3					0	-

## LANGUAGES

Common, Elven, Halfling

## ANCESTRY FEATS AND ABILITIES

Keen Senses	SPECIAL 1 <sup>ST</sup>
Gutsy Halfling	HERITAGE 1 <sup>ST</sup>
Halfling Lore	FEAT 1 <sup>ST</sup>
	FEAT 5 <sup>TH</sup>
	FEAT 9 <sup>TH</sup>
	FEAT 13 <sup>TH</sup>
	FEAT 17 <sup>TH</sup>

## SKILL FEATS

Assurance (Athletics)	BACKGROUND
	2 <sup>ND</sup>
	4 <sup>TH</sup>
	6 <sup>TH</sup>
	8 <sup>TH</sup>
	10 <sup>TH</sup>
	12 <sup>TH</sup>
	14 <sup>TH</sup>
	16 <sup>TH</sup>
	18 <sup>TH</sup>
	20 <sup>TH</sup>

## GENERAL FEATS

	3 <sup>RD</sup>
	7 <sup>TH</sup>
	11 <sup>TH</sup>
	15 <sup>TH</sup>
	19 <sup>TH</sup>

## CLASS FEATS AND ABILITIES

Attack of Opportunity	FEATURE 1 <sup>ST</sup>
Shield Block	FEATURE 1 <sup>ST</sup>
Snagging Strike	FEAT 1 <sup>ST</sup>
	FEAT 2 <sup>ND</sup>
	FEATURE 3 <sup>RD</sup>
	FEAT 4 <sup>TH</sup>
	FEATURE 5 <sup>TH</sup>
	FEAT 6 <sup>TH</sup>
	FEATURE 7 <sup>TH</sup>
	FEAT 8 <sup>TH</sup>
	FEATURE 9 <sup>TH</sup>
	FEAT 10 <sup>TH</sup>
	FEATURE 11 <sup>TH</sup>
	FEAT 12 <sup>TH</sup>
	FEATURE 13 <sup>TH</sup>
	FEAT 14 <sup>TH</sup>
	FEATURE 15 <sup>TH</sup>
	FEAT 16 <sup>TH</sup>
	FEATURE 17 <sup>TH</sup>
	FEAT 18 <sup>TH</sup>
	FEATURE 19 <sup>TH</sup>
	FEAT 20 <sup>TH</sup>

## BONUS FEATS

Shield Block

## INVENTORY

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

READIED ITEMS	BULK	OTHER ITEMS	BULK
		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
		Sheath (2)	0.0

**BULK**  
4.1

ENCUMBERED  

+7	BASE	STR
=5	+0	

MAXIMUM  

+12	BASE	STR
=10	+0	

9  
CP

0  
SP

7  
GP

0  
PP

# CHARACTER SKETCH



ETHNICITY Taldan	NATIONALITY Andoran	BIRTHPLACE Falcon's Hollow	AGE 18	GENDER & PRONOUNS Female	HT 2'8"	WT 27lbs
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**APPEARANCE**  
She has brown skin and black hair. She wears her long hair in a braided bun so that it is out of the way. Her eyes are a dark brown as well.

## PERSONALITY

**ATTITUDE**  
She's incredibly determined, and headstrong, but is aware when she needs to back down and try again from another angle. She is willing to help anybody and everybody, and believes strength likes in community.

**BELIEFS**  
People should take care of one another.

**LIKES**  
dried strawberries and hikes in the wood during the fall

**DISLIKES**  
cabbage

**CATCHPHRASES**  
None.

## CAMPAIGN NOTES

**NOTES**

**ALLIES**

**ENEMIES**

**ORGANIZATIONS**

## ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
Snagging Strike	1	fighter	CRB 145

**DESCRIPTION**  
You combine an attack with quick grappling moves to throw an enemy off balance as long as it stays in your reach. Make a Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of your next turn or until it's no longer within the reach of your hand, whichever comes first. (Req: You have one hand free, and your target is within reach of that hand.)

NAME	ACTIONS	TRAITS	PAGE

**DESCRIPTION**

NAME	ACTIONS	TRAITS	PAGE

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## FREE ACTIONS AND REACTIONS

NAME	FREE ACTION REACTION	TRAITS	PAGE
Shield Block		general	CRB 266

**TRIGGER** While you have your shield raised, you would take damage from a physical attack.  
**DESCRIPTION**  
You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

NAME	FREE ACTION REACTION	TRAITS	PAGE
Attack of Opportunity		barbarian, champion	CRB 90

**TRIGGER** A creature within your reach uses a manipulate action, move action, ranged attack, or leaves a square during a move action it's using.  
**DESCRIPTION**  
You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

NAME	FREE ACTION REACTION	TRAITS	PAGE

**TRIGGER**  
**DESCRIPTION**

NAME	FREE ACTION REACTION	TRAITS	PAGE

**TRIGGER**  
**DESCRIPTION**