

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
Volgrim Answar

PLAYER NAME
Rick

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
Dwarf (Strong-Blooded Dwarf)

BACKGROUND
Scout

CLASS
Champion

SIZE M **ALIGNMENT** LG **TRAITS** dwarf, humanoid

DEITY Dwarven Pantheon (Torag)

LEVEL
1

HERO POINTS

ABILITY SCORES

+3	STR MODIFIER	STRENGTH SCORE	16
+1	DEX MODIFIER	DEXTERITY SCORE	12
+3	CON MODIFIER	CONSTITUTION SCORE	16
+1	INT MODIFIER	INTELLIGENCE SCORE	12
+1	WIS MODIFIER	WISDOM SCORE	12
+0	CHA MODIFIER	CHARISMA SCORE	10

ARMOR CLASS

AC 18

DC BASE = 10

DEX	CAP	PROF	ITEM
1	OR 1	3	4

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

Shield +2

HARDNESS	MAX HP	BT	CURRENT HP
5	20	AC	

HIT POINTS

23

CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

CLASS DC

+13 = 10

DC BASE	KEY	PROF	ITEM
10	0	3	

SAVING THROWS

FORTITUDE		REFLEX		WILL	
+8		+4		+6	
CON	PROF	DEX	PROF	WIS	PROF
3	5	1	3	1	5
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
0		0		0	

NOTES: poison resistance = 1/2 M, ea. successful saves vs a poison affliction reduces its stage by 2 (1 for a virulent poison) & ea. critical success against an ongoing poison reduces its stage by 3 (2 for virulent)

PERCEPTION

+4

WIS	PROF	ITEM
1	3	0

SENSSES

SPEED 20 **FEET**

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON Warhammer

DAMAGE DICE 1d8 STR 3 W SPEC 0 OTHER Shove

WEAPON Clan Dagger

DAMAGE DICE 1d4 STR 3 W SPEC 0 OTHER Agile, Dwarf, Parry, Uncommon, Versatile B

WEAPON Hatchet (x3)

DAMAGE DICE 1d6 STR 3 W SPEC 0 OTHER Agile, Sweep, Thrown 10 ft.

RANGED STRIKES

WEAPON

DAMAGE DICE SPECIAL W SPEC OTHER TRAITS

WEAPON

DAMAGE DICE SPECIAL W SPEC OTHER TRAITS

WEAPON

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	+1	DEX	PROF	ITEM	ARMOR
ARCANA	+1	INT	PROF	ITEM	
ATHLETICS	+6	STR	PROF	ITEM	ARMOR
CRAFTING	+4	INT	PROF	ITEM	
DECEPTION	+0	CHA	PROF	ITEM	
DIPLOMACY	+3	CHA	PROF	ITEM	
INTIMIDATION	+0	CHA	PROF	ITEM	
Forest	LORE	+4	INT	PROF	ITEM
Dwarven Lore	LORE	+4	INT	PROF	ITEM
MEDICINE	+4	WIS	PROF	ITEM	
NATURE	+4	WIS	PROF	ITEM	
OCCULTISM	+1	INT	PROF	ITEM	
PERFORMANCE	+0	CHA	PROF	ITEM	
RELIGION	+4	WIS	PROF	ITEM	
SOCIETY	+1	INT	PROF	ITEM	
STEALTH	+4	DEX	PROF	ITEM	ARMOR
SURVIVAL	+4	WIS	PROF	ITEM	
THIEVERY	+1	DEX	PROF	ITEM	ARMOR

LANGUAGES

Common, Dwarven, Goblin

ANCESTRY FEATS AND ABILITIES

	SPECIAL 1 ST
Strong-Blooded Dwarf	HERITAGE 1 ST
Dwarven Lore	FEAT 1 ST
	FEAT 5 TH
	FEAT 9 TH
	FEAT 13 TH
	FEAT 17 TH

SKILL FEATS

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

GENERAL FEATS

	3 RD
	7 TH
	11 TH
	15 TH
	19 TH

CLASS FEATS AND ABILITIES

Deific Weapon	FEATURE 1 ST
Retributive Strike	FEATURE 1 ST
Deity's Domain	FEAT 1 ST
	FEAT 2 ND
	FEATURE 3 RD
	FEAT 4 TH
	FEATURE 5 TH
	FEAT 6 TH
	FEATURE 7 TH
	FEAT 8 TH
	FEATURE 9 TH
	FEAT 10 TH
	FEATURE 11 TH
	FEAT 12 TH
	FEATURE 13 TH
	FEAT 14 TH
	FEATURE 15 TH
	FEAT 16 TH
	FEATURE 17 TH
	FEAT 18 TH
	FEATURE 19 TH
	FEAT 20 TH


BONUS FEATS

Shield Block

INVENTORY

WORN ITEMS	INVEST (MAX 10)	BULK
Breastplate		
Backpack		0.0
Bandolier		0.0
Belt Pouch		0.0

READIED ITEMS	BULK	OTHER ITEMS	BULK
		Religious Symbol (Wooden)	0.1
		Bedroll	0.1
		Clothing (Explorer's)	0.1
		Flint and Steel	0.0
		Rations	0.1
		Tent (Pup)	0.1
		Waterskin	0.1
		Rope	0.1


BULK
 4.6

ENCUMBERED
 +8 BASE STR =5 +3
 +13 MAXIMUM BASE STR =10 +3

5 CP 5 SP 0 GP 0 PP

CHARACTER SKETCH



ETHNICITY Ergaksen	NATIONALITY Five Kings Mt	BIRTHPLACE Andoran	AGE 254	GENDER & PRONOUNS Male	HT 4'2"	WT
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APPEARANCE

He is barrel chested and broad shouldered, with a build impressive for a man his age, with hazel green eyes and a shaved head. His beard is thick and braided on either side of his mouth with 2 silver hammer-shaped beads.

PERSONALITY

ATTITUDE

BELIEFS

Grim is a Paladin of the Dwarven Pantheon through his patron Torag.

LIKES

Watching the sunrise. Family time. Apples, cinnamon, and allspice.

DISLIKES

Duergar, goblins, and kobolds for the loss of friends and family

CATCHPHRASES

CAMPAIGN NOTES

NOTES

ALLIES

ENEMIES

ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
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NAME	ACTIONS	TRAITS	PAGE
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NAME	ACTIONS	TRAITS	PAGE
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FREE ACTIONS AND REACTIONS

NAME	FREE ACTION REACTION	TRAITS	PAGE
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Shield Block

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
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Retributive Strike

TRIGGER An enemy damages your ally, and both are within 15 feet of you.

DESCRIPTION
You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

NAME	FREE ACTION REACTION	TRAITS	PAGE
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TRIGGER

DESCRIPTION

NAME	FREE ACTION REACTION	TRAITS	PAGE
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TRIGGER

DESCRIPTION

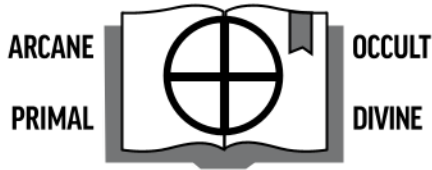
SPELL ATTACK ROLL

= 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 1

Lay on Hands	ACTIONS 1 M S V <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Soothing Words	ACTIONS 1 M S V <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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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