

PATHFINDER

ROLEPLAYING GAME

CHARACTER SHEET

CHARACTER NAME: Sitra Naham-ra ALIGNMENT: NG PLAYER: Rochel
 CHARACTER LEVEL: Rogue (Relic Raider) LEVEL: 13 DEITY: Osiris HOMELAND: Osirian
 RACE: Human SIZE: M GENDER: F AGE: 20 HEIGHT: 5'6" WEIGHT: 125 HAIR: Black EYES: Hazel

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	DR
STR (STRENGTH)	11	0			18	118	
DEX (DEXTERITY)	21	5	23	6			
CON (CONSTITUTION)	14	2	16	3			
INT (INTELLIGENCE)	14	2	16	3			
WIS (WISDOM)	12	1					
CHA (CHARISMA)	12	1					

SPEED	LAND	FLY	SWIM	CLIMB	BURROW	TEMP MODIFIERS
30	30 FT. SQ.					

AC: $32 - 10 + 8 + 6 + 3 + 3 + 2$
 TOUCH: 20 FLAT-FOOTED: 21

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	12	4	3	4	1		+4 vs Curse +2 vs Aura of despair
REFLEX (DEXTERITY)	18	8	6	4			
WILL (WISDOM)	11	4	1	4	2		

BASE ATTACK BONUS: $9/4$ SPELL RESISTANCE: 0
 CMB: $9 = 9 + 0$
 CMD: $26 = 9 + 0 + 6 + 2 + 10$

WEAPON	ATTACK BONUS	CRITICAL
(2) +2 Kukri	+17 / +12	15-20
TYPE: S	DAMAGE: 1d4 + 7	

WEAPON	ATTACK BONUS	CRITICAL
+2 Juniper Wood Bow (Comp)	+17	
TYPE: R	DAMAGE: 1d6 + 2	

WEAPON	ATTACK BONUS	CRITICAL
20 +1 Flaming Arrows		
Sneak Attack		
TYPE: S	DAMAGE: 7d6	

WEAPON	ATTACK BONUS	CRITICAL
Two-Weapon Fighting	+15/+10	+15
TYPE: S	DAMAGE: 1d4 + 7 / 1d4 + 4	

WEAPON	ATTACK BONUS	CRITICAL
Debilitating Injury		
TYPE: S	DAMAGE: -2 to group -6 to Sitra	Bewildered - AC Disoriented - AR Hampered - speed

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
ACROBATICS	27	DEX 6	13	3
APPRAISE	7	INT 3	1	3
BLUFF	5	CHA 1	1	3
CLIMB	7	STR 0	4	3
CRAFT (Painting)	19	INT 3	13	3
DIPLOMACY	17	CHA 1	13	3
DISABLE DEVICE*	24	DEX 6	13	3
DISGUISE				
ESCAPE ARTIST	22	DEX 6	13	3
FLY				
HANDLE ANIMAL*				
HEAL				
INTIMIDATE				
KNOWLEDGE (ARCANA)*	12	INT 3	9	
KNOWLEDGE (DUNGEONEERING)*	13	INT 3	7	3
KNOWLEDGE (ENGINEERING)*				
KNOWLEDGE (GEOGRAPHY)*				
KNOWLEDGE (HISTORY)*				
KNOWLEDGE (LOCAL)*	19	INT 3	13	3
KNOWLEDGE (NATURE)*				
KNOWLEDGE (NOBILITY)*				
KNOWLEDGE (PLANES)*				
KNOWLEDGE (RELIGION)*				
LINGUISTICS*	7	INT 3	1	3
PERCEPTION	17	WIS 1	13	3
PERFORM				
PROFESSION*				
RIDE				
SENSE MOTIVE	17	WIS 1	13	3
SLEIGHT OF HAND*	10	DEX 6	1	3
SPELLCRAFT*	4	INT 3	1	
STEALTH	22	DEX 6	13	3
SURVIVAL	17	WIS 1	12	3 + 1
SWIM	4	STR 0	1	3
USE MAGIC DEVICE*	17	CHA 1	13	3

CONDITIONAL MODIFIERS:
 Trapfinding - +5 Perc/Disable vs traps + haunts
 Danger Sense - +4 Perc
 Trapsense

LANGUAGES:
 Common, Osiriani, Kelish, Ancient Osiriani