CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER			PLAYER				
Nadya Petska							
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Human	M	F	5'10"	170	Copper	Green	Fair
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION				
26	CG		Waldsby, Hoarwood, Irrisen				

LANGUAGES: Common, Skald

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	15	2	15			
CON	13	1	13			
INT	12	1	12			
WIS	8	-1	8			
CHA	14	2	14			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 24

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 24

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
24	3	Ranger	3	27	0	3	3	1	3
FAVORED CLASS		Ranger	TOTALS	3	27	0	3	3	1	3

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	= 10 +	3	0	2						
TOUCH	12	= 10 +			2						
FLAT-FOOT	13	= 10 +	3	0	0						

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: 5

SPELL FAILURE: 15%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	5	3	2			
WILL	0	1	-1			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	5	3			1		1
RANGED ATTACK MODIFIER	5	3			2		
CMB	5	3	DEX		2		
CMD	16	= 10 +	BAB 3	DODGE & DEFLECT 0	STR & DEX 3		

SKILLS

CLEAR SKILLS

RANKS TOTAL TRAINED: 27

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☐ Acrobatics ◆	DEX	5	3	2		
☆ ☐ Appraise	INT	1		1		
☆ ☐ Bluff	CHA	2		2		
☆ ☑ Climb ◆	STR	5	1	1	3	
☆ ☑ Craft:	INT	1		1		
☆ ☐ Diplomacy	CHA	2		2		
☐ Disable Device ◆	DEX			2		
☆ ☐ Disguise	CHA	2		2		
☆ ☐ Escape Artist ◆	DEX	2		2		
☆ ☐ Fly ◆	DEX	2		2		
☑ Handle Animal	CHA	6	1	2	3	
☆ ☑ Heal	WIS	5	3	-1	3	
☆ ☑ Intimidate	CHA	2		2		
☑ Kn: dungeoneering	INT			1		
☑ Kn: geography	INT	6	2	1	3	
☑ Kn: nature	INT	7	3	1	3	
☐ Kn: local	INT	4	3	1		
☐ Kn:	INT			1		
☐ Kn:	INT			1		
☐ Linguistics	INT			1		
☆ ☑ Perception	WIS	5	3	-1	3	
☆ ☐ Perform:	CHA	2		2		
☑ Prof:	WIS			-1		
☆ ☑ Ride ◆	DEX	6	1	2	3	
☆ ☐ Sense Motive	WIS	-1		-1		
☐ Sleight of Hand ◆	DEX	3	1	2		
☑ Spellcraft	INT			1		
☆ ☑ Stealth ◆	DEX	8	3	2	3	
☆ ☑ Survival	WIS	8	3	-1	3	3
☆ ☑ Swim ◆	STR	1		1		
☐ Use Magic Device	CHA			2		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
☆ SKILL CAN BE USED UNTRAINED ◆ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

- Favored enemy: animals +2
- Favored terrain: cold +2
- Endurance: +4 Fort and various endurance related checks
- Point-Blank Shot
- Skill Focus (Survival)
- Two-weapon Fighting
- Weapon Finesse

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐

/

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30	30				

INIT 2 = 2 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	mwk Studded Leather	3	5	0	15	L	20.0
SHIELD							

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Handaxe (twf)	+3	1d6+1	x3		S		
Light Pick (twf)	+3	1d4+1	x4		P		
Handaxe (ohf)	+5	1d6+1	x3		S		
Dagger	+5	1d4+1	x4		P		
Composite Longbow +1 Str	+5	1d8+1	x3	110	P		20 arrows

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Potion Cure Moderate Wounds	1		
	Alchemist's Fire	2		
	Snowshoes of Northern Pursuit +10 speed	10		

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Backpack			
	Bedroll			
	Cold-weather outfit			
	Flint and steel			
	Hooded lantern			
	Oil	2		
	Rations	10		
	Tindertwigs	3		
	Traveler's outfit	1		
	Waterskin			
	Winter blanket			

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD	36		
SILVER	27		
COPPER	41		

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
20.0	2.1	0.0		22.1

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132	N	132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 | MEDIUM: 100FT + 10FT / LVL 100 | LONG: 400FT + 40FT / LVL 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 | MEDIUM: 100FT + 10FT / LVL 100 | LONG: 400FT + 40FT / LVL 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE