

PATHFINDER

Roleplaying Game - Character Sheet

Hornswell Hike
 CHARACTER NAME
 Ranger 8, Scout 4
 CHARACTER LEVEL
 Elf
 RACE
 Med.
 SIZE
 Male
 GENDER
 134
 AGE
 True Neutral
 ALIGNMENT
 Stefan Giesen
 PLAYER
 AoW
 CAMPAIGN
 5'1"
 HEIGHT
 107
 WEIGHT
 Black
 HAIR
 D.Blue
 EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	BONUS OR PENALTY	MODIFIER	HP HIT POINTS	TOTAL	DR
STR STRENGTH	16	+3			103		-
DEX DEXTERITY	20	+5	22	+6			
CON CONSTITUTION	14	+2					
INT INTELLIGENCE	10						
WIS WISDOM	10						
CHA CHARISMA	10						

SPEED	FT.	SQ.	FT.	SQ.	TEMP MODIFIERS
LAND	40	8	40	8	
	BASE SPEED		WITH ARMOR		
FLY	FT. MANEUVERABILITY	SWIM (FT.)	CLIMB (FT.)	BLURROW (FT.)	

AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
24	24	6	2	6	0	0	0	0

TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	SIZE MODIFIER	TEMPORARY MODIFIER	MODIFIERS
16	24	FORTITUDE (CONSTITUTION)	11	7	2	2	0	0	ENC+2
		REFLEX (DEXTERITY)	18	10	6	2	0	0	
		WILL (WISDOM)	5	3	0	2	0	0	

BASE ATTACK BONUS	MODIFIER	SPELL RESISTANCE	MODIFIER		
+11/+6/+1		-			
CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIER
14	14	11	3	0	

WEAPON	ATTACK BONUS	CRITICAL	
Elvencraft Longbow+1 (Comp./Bane Undead/Keen/+3)	19/19/14/9	19-20/3	
TYPE	RANGE	AMMUNITION	DAMAGE
P	110		1d8+4

WEAPON	ATTACK BONUS	CRITICAL	
Elvencraft Longbow used as Quarterstaff+1- (Disruption;-)	14/9/4	20/2	
TYPE	RANGE	AMMUNITION	DAMAGE
B	-	-	1d6+5

WEAPON	ATTACK BONUS	CRITICAL	
Kukri +1	15/10/5	18-20/2	
TYPE	RANGE	AMMUNITION	DAMAGE
S	-	-	1d4+4

WEAPON	ATTACK BONUS	CRITICAL	
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRITICAL	
TYPE	RANGE	AMMUNITION	DAMAGE

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	21	- Dex	6 + 12	+ 3
<input type="checkbox"/> APPRAISE	0	- INT	0 +	+
<input type="checkbox"/> BLUFF	0	- CHA	0 +	+
<input checked="" type="checkbox"/> CLIMB	7	- STR	3 + 1	+ 3
<input checked="" type="checkbox"/> CRAFT	0	- INT	0 +	+
<input checked="" type="checkbox"/> CRAFT	0	- INT	0 +	+
<input checked="" type="checkbox"/> CRAFT	0	- INT	0 +	+
<input type="checkbox"/> DIPLOMACY	0	- CHA	0 +	+
<input checked="" type="checkbox"/> DISABLE DEVICE	23	- Dex	6 + 12	+ 5
<input type="checkbox"/> DISGUISE	0	- CHA	0 +	+
<input checked="" type="checkbox"/> ESCAPE ARTIST	10	- Dex	6 + 1	+ 3
<input type="checkbox"/> FLY	6	- Dex	6 +	+
<input type="checkbox"/> HANDLE ANIMAL	0	- CHA	0 +	+
<input checked="" type="checkbox"/> HEAL	0	- Wis	0 +	+
<input checked="" type="checkbox"/> INTIMIDATE	0	- CHA	0 +	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)	0	- INT	0 +	+
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	4	- INT	0 + 1	+ 3
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)	0	- INT	0 +	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	0	- INT	0 +	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)	0	- INT	0 +	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)	0	- INT	0 +	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	8	- INT	0 + 5	+ 3
<input type="checkbox"/> KNOWLEDGE (NOBILITY)	0	- INT	0 +	+
<input type="checkbox"/> KNOWLEDGE (PLANES)	0	- INT	0 +	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)	2	- INT	0 + 2	+
<input type="checkbox"/> LINGUISTICS	0	- INT	0 +	+
<input checked="" type="checkbox"/> PERCEPTION	15	- Wis	0 + 12	+ 3
<input type="checkbox"/> PERFORM	0	- CHA	0 +	+
<input type="checkbox"/> PROFESSION	0	- Wis	0 +	+
<input type="checkbox"/> PROFESSION	0	- Wis	0 +	+
<input checked="" type="checkbox"/> PROFESSION	0	- Wis	0 +	+
<input checked="" type="checkbox"/> RIDE	14	- Dex	6 + 5	+ 3
<input checked="" type="checkbox"/> SENSE MOTIVE	6	- Wis	0 + 3	+ 3
<input type="checkbox"/> SLEIGHT OF HAND	6	- Dex	6 +	+
<input checked="" type="checkbox"/> SPELLCRAFT	0	- INT	0 +	+
<input checked="" type="checkbox"/> STEALTH	26	- Dex	6 + 12	+ 8
<input checked="" type="checkbox"/> SURVIVAL	15	- Wis	0 + 12	+ 3
<input checked="" type="checkbox"/> SWIM	8	- STR	3 + 2	+ 3
<input type="checkbox"/> USE MAGIC DEVICE	0	- CHA	0 +	+

CONDITIONAL MODIFIERS:

LANGUAGES
 Common, Elven

ARMOR CLASS GEAR						
	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
*Chain Shirt +2 (Mithral)	+6	Light	0	0	12.50	30hp/Inch 15 hardness
*Darkwood Buckler +1	+2	Shield	0	0	2.50	10hp/Inch 5 hardness

TOTALS	8		0	0	1 5	

GEAR		FEATS
ITEM	WT.	Expeditious Dodge
See other sheets	3 1. 0 2	Weapon Focus (Long bow)
		Rapid Shot
		Swift Hunter
		Point Blank Shot
		Woodland Archer
		Precise Shot
		Coordinated Shot
		Manyshot
		Deadly Aim
		Improved Rapid Shot

SPECIAL ABILITIES	
	1 st Favored enemy (3 * Undead = +6)
	Track
	Wild Empathy
	Skirmish +3d6, +3 AC
	Battle Fortitude +1
	Uncanny Dodge
	Fast Movement +10 ft.
	Trackless step
	Endurance
	1 st Favored terrain (2 * Forest = +4 bonus on skills, Initiative +2)
	Hunter's Bond (share half bonus variant)
	2 nd Favored enemy (1 * human = +2)
TOTAL WEIGHT	0
	Woodland Stride

LIGHT LOAD	6	LIFT OVER HEAD	200	Swift Tracker
MEDIUM LOAD	13	LIFT OFF GROUND	400	2 nd Favored terrain (1 * Urban = +2 bonus on skills, Initiative +1)
HEAVY LOAD	20	DRAG OR PUSH	1000	3 rd Favored enemy (1 * Magical Beast = +2)

MONEY	
CP	6
SP	12

