



CHARACTER SHEET

Beolac

CN

Anton

CHARACTER NAME
Barbarian 1

ALIGNMENT

PLAYER

CHARACTER LEVEL

Gorum (strength, battle, weapons) Security :-)

Human

medium

male

27

DEITY

HOMELAND

RACE

SIZE

GENDER

AGE

193 cm

89 kg

brown

two

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	DR
STR STRENGTH	16	+3			15	D12
DEX DEXTERITY	16	+3				
CON CONSTITUTION	14	+2				
INT INTELLIGENCE	12	+1				
WIS WISDOM	8	-1				
CHA CHARISMA	10	0				

SPEED	LAND	FLY	SWIM	CLIMB	BURROW	TEMP MODIFIERS
40	30					

AC	ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
19		19	10	6	3	0			

TOUCH	ARMOR CLASS	FLAT-FOOTED	ARMOR CLASS
13		16	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	+4	-2	2				
REFLEX (DEXTERITY)	+3	0	3				
WILL (WISDOM)	-1	0	-1				

BASE ATTACK BONUS	SPELL RESISTANCE
1	

CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIERS
+4	1	3	0		

CMD	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER	MODIFIERS
17	1	3	3	0	10	

WEAPON	ATTACK BONUS	CRITICAL	
Lucerne hammer (long)	+4	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B/P	reach	-	1D12+5

WEAPON	ATTACK BONUS	CRITICAL	
Lucerne hammer (detached)	+4	x3	
TYPE	RANGE	AMMUNITION	DAMAGE
B	n.a.	-	1D8+3

WEAPON	ATTACK BONUS	CRITICAL	
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRITICAL	
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON	ATTACK BONUS	CRITICAL	
TYPE	RANGE	AMMUNITION	DAMAGE

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	+3	=DEX	3	+ 1 + 0/-4
<input type="checkbox"/> APPRAISE	+1	=INT	1	+ +
<input type="checkbox"/> BLUFF	+0	=CHA	0	+ +
<input checked="" type="checkbox"/> CLIMB	+3	=STR	3	+ 1 + 0/-4
<input checked="" type="checkbox"/> CRAFT	+5	=INT	1	+ 1 +
<input checked="" type="checkbox"/> CRAFT	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> CRAFT	+0	=INT	1	+ +
<input checked="" type="checkbox"/> CRAFT	+0	=CHA	0	+ +
<input type="checkbox"/> DIPLOMACY	n.a.	=DEX	3	+ + 0/-4
<input type="checkbox"/> DISABLE DEVICE*	+0	=CHA	0	+ +
<input type="checkbox"/> ESCAPE	-1	=DEX	3	+ + 0/-4
<input type="checkbox"/> ESCAPE ARTIST	-1	=DEX	3	+ + 0/-4
<input type="checkbox"/> FLY	n.a.	=CHA	0	+ +
<input checked="" type="checkbox"/> HANDLE ANIMAL*	-1	=Wis	-1	+ +
<input type="checkbox"/> HEAL	+4	=CHA	0	+ 1 +
<input checked="" type="checkbox"/> INTIMIDATE	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (PLANES)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	n.a.	=INT	1	+ +
<input type="checkbox"/> LINGUISTICS*	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> PERCEPTION	-1	=Wis	-1	+ +
<input type="checkbox"/> PERFORM	n.a.	=CHA	0	+ +
<input type="checkbox"/> PERFORM	+0	=CHA	0	+ +
<input type="checkbox"/> PROFESSION*	n.a.	=Wis	-1	+ +
<input type="checkbox"/> PROFESSION*	n.a.	=Wis	-1	+ +
<input checked="" type="checkbox"/> RIDE	-1	=DEX	3	+ + 0/-4
<input type="checkbox"/> SENSE MOTIVE	-1	=Wis	-1	+ +
<input type="checkbox"/> SLEIGHT OF HAND*	n.a.	=DEX	3	+ + 0/-4
<input type="checkbox"/> SPELLCRAFT*	n.a.	=INT	1	+ +
<input type="checkbox"/> STEALTH	+0	=DEX	3	+ 1 + 0/-4
<input checked="" type="checkbox"/> SURVIVAL	-1	=Wis	-1	+ +
<input checked="" type="checkbox"/> SWIM	-1	=STR	3	+ + 0/-4
<input type="checkbox"/> USE MAGIC DEVICE*	n.a.	=CHA	0	+ +

CONDITIONAL MODIFIERS:

LANGUAGES:
Common
Dwarven

PATHFINDER RPG CHARACTER SHEET

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Chainmail (masterwork)	+6	medium	-4	30%	40	
Kabuto (Samurai helmet)	0	n.a.	n.a.	n.a.		
TOTALS						

GEAR	
ITEM	WT.
Soldier's uniform	5
Potion: CLW (D8+1)	x1
Potion: CMW ()	x1
Potion: Lesser Restoration	x1
TOTAL WEIGHT	

FEATS
Combat Reflexes: Additional AoO

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

SPECIAL ABILITIES
Rage: (4 + CON + (lvl-1) x 2) 6 rounds (thereafter rage duration x 2 rounds fatigued)
rage effect: +4 CON, +4 STR + 2 Will save -2 AC
Fast movement: 10 ft. base speed
Hero Worship: Shalelu (+1 attacks against threats)
Reactionary: +2 initiative

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	<input type="checkbox"/>
1ST	<input type="checkbox"/>
2ND	<input type="checkbox"/>
3RD	<input type="checkbox"/>
4TH	<input type="checkbox"/>
5TH	<input type="checkbox"/>
6TH	<input type="checkbox"/>
7TH	<input type="checkbox"/>
8TH	<input type="checkbox"/>
9TH	<input type="checkbox"/>

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	DRAG OR PUSH	<input type="checkbox"/>

MONEY	
CP	
SP	
GP	827
PP	

EXPERIENCE POINTS	NEXT LEVEL
1350	2000