character name Granite Bardbeard | player

PATHFINDER ROLEPLAYING GAME

| ABILITIES | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---|---|---|---|---|
| STR strength | 12 | +1 | | |
| DEX dexterity | 17 | +3 | | |
| CON constitution | 13 | +1 | | |
| INT intelligence | 10 | | | |
| WIS wisdom | 17 | +3 | | |
| CHA charisma | 8 | -1 | | |

PERSONAL INFORMATION

class Trapsmith | level 4
race Dwarf | size M
alignment LG | gender Male
loyalty Torag | age 53
hair Long braided copper | eyes Sapphire
Height / Weight 4' 192lbs

| SAVING THROWS | TOTAL | CLASS BASE | CLASS BASE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|---|---|---|---|---|---|---|---|
| FORTITUDE (constitution) | | | | | | | |
| REFLEX (dexterity) | | | | | | | |
| WILL (wisdom) | | | | | | | |

conditional modifiers

| BASE ATTACK ROLLS | TOTAL | BASE ATTACK BONUS (BAB) | ABILITY MODIFIER |
|---|---|---|---|
| MELEE (strength) | | | |
| RANGED (dexterity) | | | |

other modifiers

| | TOTAL | BAB | STRENGTH | SIZE | MAGIC | MISC | TEMP |
|---|---|---|---|---|---|---|---|
| CMB (combat man. bonus) | | | | | | | |

other modifiers

| | TOTAL | BAB | STRENGTH | DEXTERITY | SIZE | MAGIC | MISC | |
|---|---|---|---|---|---|---|---|---|
| CMD (combat man. defense) | | | | | | | | 10 |

## ARMOUR

| TOTAL | ARMOUR | DEX | SIZE | MISC | MISC | MISC | MISC | SHIELD |
|---|---|---|---|---|---|---|---|---|
| 10 | | | | | | | | |

**ARMOUR (primary)**

| MAX DEX | ARMOUR CLASS | CHK | SPELL | WEIGHT | NOTES |
|---|---|---|---|---|---|
| | | | | | |

**ARMOUR (secondary)**

| MAX DEX | ARMOUR CLASS | CHK | SPELL | WEIGHT | NOTES |
|---|---|---|---|---|---|
| | | | | | |

**Flat Footed** (No Dex) | **Vs Touch Attacks** (No Armour)

## ATTACK ROLLS

| WEAPON | BASE ATTACK ROLL | BONUS | BONUS | BASE DAMAGE | BONUS | ABILITY |
|---|---|---|---|---|---|---|
| | | | | | | |
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**AMMO** ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

| INTV (dexterity) | TOTAL | ABILITY | MISC | MISC | SPEED (sq / turn) | BASE | ARMOUR | RUN | SPRINT |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | |

| Class Skill | Use Untrained ? | Armour Check | | RANKS | CLASS | TOTAL |
|---|---|---|---|---|---|---|
| Acrobatics | ■ | ϕ | Dex 3 | 4 | +3 | 10 |
| Appraise | ■ | | Int 0 | 4 | +3 | 7 |
| Bluff | ■ | | Cha -1 | 1 | +3 | 3 |
| Climb | ■ | ϕ | Str 1 | 1 | +3 | 5 |
| Craft ( Tools ) | ■ | | Int 0 | 2 | +3 | 5 |
| Craft ( Locks ) | ■ | | Int 0 | 2 | +3 | 5 |
| Craft ( ) | ■ | | Int 0 | | | 0 |
| Diplomacy | ■ | | Cha -1 | | | -1 |
| Disable Device | | ϕ | Dex 3 | 4 | +3 | 10 |
| Disguise | ■ | | Cha -1 | | | -1 |
| Escape Artist | ■ | ϕ | Dex 3 | 1 | +3 | 7 |
| Fly | ■ | ϕ | Dex 3 | | | 3 |
| Handle Animal | | | Cha -1 | | | |
| Heal | ■ | | Wis 3 | 1 | | 4 |
| Intimidate | ■ | | Cha -1 | | | -1 |
| Knowledge:Arcana | | | Int 0 | | | |
| Knowledge:Dungeoneer | | | Int 0 | 1 | +3 | 4 |
| Knowledge:Engineering | | | Int 0 | 2 | | 2 |
| Knowledge:Geography | | | Int 0 | 1 | | 1 |
| Knowledge:History | | | Int 0 | | | |
| Knowledge:Local (Homeland) | | | Int 0 | | | |
| Knowledge:Nature | | | Int 0 | | | |
| Knowledge:Nobility | | | Int 0 | | | |
| Knowledge:Planes | | | Int 0 | | | |
| Knowledge:Religion | | | Int 0 | | | |
| Linguistics | | | Int 0 | 1 | +3 | 4 |
| Perception | ■ | | Wis 3 | 4 | +3 | 10 |
| Perform ( ) | ■ | | Cha -1 | | | -1 |
| Perform ( ) | ■ | | Cha -1 | | | -1 |
| Profession ( Tradesman ) | | | Wis 3 | 1 | +3 | 7 |
| Profession ( ) | | | Wis 3 | | | |
| Ride | ■ | ϕ | Dex 3 | | | 3 |
| Sense Motive | ■ | | Wis 3 | 1 | +3 | 7 |
| Sleight of Hand | | ϕ | Dex 3 | 1 | +3 | 7 |
| Spellcraft | | | Int 0 | | | |
| Stealth | ■ | ϕ | Dex 3 | 2 | +3 | 8 |
| Survival | ■ | | Wis 3 | 1 | | 4 |
| Swim | ■ | ϕ | Str 1 | | | 1 |
| Use Magic Device | | | Cha -1 | 1 | +3 | 3 |

MAX SKILL RANKS = LEVEL; CLASS SKILLS GAIN +3

| d8 HIT DICE | 22 TOTAL HITS |
|---|---|
| | CURRENT HITS |

## FEATS

| LEVEL | NAME (NOTES) |
|---|---|
| LEVEL | NAME (NOTES) |
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## SPELLS

| | | |
|---|---|---|
| SPELL RESISTANCE | SPELL SAVE | SPELL FAILURE |

SPELLS PER DAY

| | | | | |
|---|---|---|---|---|
| 0 | BASE | STAT | DIVINE | TOTAL |
| 1 | BASE | STAT | DIVINE | TOTAL |
| 2 | BASE | STAT | DIVINE | TOTAL |
| 3 | BASE | STAT | DIVINE | TOTAL |
| 4 | BASE | STAT | DIVINE | TOTAL |
| 5 | BASE | STAT | DIVINE | TOTAL |
| 6 | BASE | STAT | DIVINE | TOTAL |
| 7 | BASE | STAT | DIVINE | TOTAL |
| 8 | BASE | STAT | DIVINE | TOTAL |
| 9 | BASE | STAT | DIVINE | TOTAL |

## OTHER ABILITIES

## MONEY

## LANGUAGES

## GEAR

## WEAPONS

| WEAPON | ATTACK BONUSES | BASE DAMAGE | DAMAGE BONUSES | CRITICAL | RANGE | TYPE | WEIGHT | SIZE | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| WEAPON | ATTACK BONUSES | BASE DAMAGE | DAMAGE BONUSES | CRITICAL | RANGE | TYPE | WEIGHT | SIZE | NOTES |
| WEAPON | ATTACK BONUSES | BASE DAMAGE | DAMAGE BONUSES | CRITICAL | RANGE | TYPE | WEIGHT | SIZE | NOTES |
| WEAPON | ATTACK BONUSES | BASE DAMAGE | DAMAGE BONUSES | CRITICAL | RANGE | TYPE | WEIGHT | SIZE | NOTES |
| WEAPON | ATTACK BONUSES | BASE DAMAGE | DAMAGE BONUSES | CRITICAL | RANGE | TYPE | WEIGHT | SIZE | NOTES |