CHARACTER	PLAYER	RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Lidola Hoggitwing	Anonymous	Halfling	Small	Female	3ft, 2in (96cm)	28lbs (12.7kg)

AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION
26	Chaotic Neutral		

LANGUAGES: Common, Halfing, Elven, Goblin

CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

NECEROS.COM 1.1.2

PATHFINDER ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.0) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	7	-2	9	-2		
DEX DEXTERITY	18	+4	16	2		
CON CONSTITUTION	10	0	10	0		
INT INTELLIGENCE	15	+2	15	0		
WIS WISDOM	12	+1	12	0		
CHA CHARISMA	20	+5	18	2		

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD
	11	11
TEMPORARY HP		
TOTAL HP	11	

CLASS RECORDER

CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
Sorcerer	1	9	0	0	3	2
FAVORED CLASS: Sorcerer — TOTALS	+1	9	0	0	+3	2

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL	= 10 +	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	16		+1	0	+4	+1					
TOUCH ARMOR CLASS	15				+4	+1					
FLAT-FOOT ARMOR CLASS	12		+1	0		+1					

ARMOR PENALTY	0
MAX DEX	--
SPELL FAILURE	0%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+1	0	0	+1	
REF REFLEX	+5	0	+4	+1	
WILL WILLPOWER	+5	+3	+1	+1	

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	0	+1	-2	+1	
RANGED ATTACK MODIFIER	+6	+1	+4	+1	
CMB TO ATTACK	-1	+1	-2	+1	-1
CMD TO DEFEND	+13	= 10 + +1 DEX +4 STR -2		+1	-1

(R) Fearless + Courageous Resolve: +4 to Will Save vs. Fear
(R) Halfling Slinger: +1 to Att. Rolls when using a sling.
(R) Weapon Familiarity: "Halfling" weapons are martial.
Slingstaff, Halfling: Rock/Stone ammo = -1 to Att. Roll.
Fire-Resis. Boots: +2 to Fire dmg Resis to feet/from below.
Boots degrade after 1d10+20 rounds of fire-damage.
(C) Elemental Ray: 1d6 Elemental dmg, [Uses = 9/day]

SKILLS

CLEAR SKILLS — ARMOR PENALTY: 0

CLASS	SKILL	ABILITY	TOTAL	RANKS	ABILITY	TRAINED	
☐	Acrobatics ◆	DEX	7	1	4	0	2
☑	Appraise	INT	6	1	2	3	
☑	Bluff	CHA	9	1	5	3	
☐	Climb ◆	STR	0	0	-2	0	2
☑	Craft:	INT	2	0	2	0	
☐	Craft:	INT	2	0	2	0	
☐	Diplomacy	CHA	5	0	5	0	
☐	Disable Device ◆	DEX	--	0	4	0	
☐	Disguise	CHA	5	0	5	0	
☐	Escape Artist ◆	DEX	4	0	4	0	
☑	Fly ◆	DEX	4	0	4	0	
☐	Handle Animal	CHA	--	0	5	0	
☐	Heal	WIS	1	0	1	0	
☑	Intimidate	CHA	9	1	5	3	
☑	Kn: *arcana*	INT	6	1	2	3	
☑	Kn: *planes*	INT	6	1	2	3	
☐	Kn:	INT	--	0	2	0	
☐	Kn:	INT	--	0	2	0	
☐	Kn:	INT	--	0	2	0	
☐	Kn:	INT	--	0	2	0	
☐	Linguistics	INT	--	0	2	0	
☐	Perception	WIS	3	0	1	0	2
☐	Perform	CHA	5	0	5	0	
☑	Profession:	WIS	--	0	1	0	
☐	Ride ◆	DEX	4	0	4	0	
☐	Sense Motive	WIS	1	0	1	0	
☐	Sleight of Hand ◆	DEX	5	1	4	0	
☑	Spellcraft	INT	6	1	2	3	
☐	Stealth ◆	DEX	8	0	4	0	4
☐	Survival	WIS	1	0	1	0	
☐	Swim ◆	STR	-2	0	-2	0	
☑	Use Magic Device	CHA	9	1	5	3	
☐		CHA	5	0	5	0	
☐		CHA	5	0	5	0	
☐		CHA	5	0	5	0	

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Racial Feat: Blundering Defense
Racial Feat: Cautious Fighter
Racial Feat: Childlike
Racial Feat: Courageous Resolve
Racial Feat: Desperate Swing
Racial Feat: Halfling Slinger
Racial Feat: Lucky Halfling
Racial Feat: Pass for Human
Racial Feat: Risky Striker
Racial Feat: Well-Prepared
Class Feat: Weapon & Armor Proficiency
Class Feat: Spells
Class Feat: Bloodline [Elemental Bloodline]

[NOT TAKEN] Bloodline Feat: Dodge
[NOT TAKEN] Bloodline Feat: Empower Spell (Metamagic)
[NOT TAKEN] Bloodline Feat: Great Fortitude
[NOT TAKEN] Bloodline Feat: Improved Initiative
[NOT TAKEN] Bloodline Feat: Lightning Reflexes
[NOT TAKEN] Bloodline Feat: Power Attack (Combat)
[NOT TAKEN] Bloodline Feat: Skill Focus (Knowledge planes)
[NOT TAKEN] Bloodline Feat: Weapon Finesse
1st Character Level Feat: Martial Weapon Proficiency

CLEAR EXPERIENCE

EXPERIENCE — SLOW ☐ MEDIUM ☐ FAST ☑ — / 3,300

INIT INITIATIVE	+4	SPEED	FLY	SWIM	CLIMB
		20ft			

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

ARMOR AND SHIELD

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor: Haramaki		1		0	0		Small	Cloth
Shield:								

PROFICIENCIES

Simple & Martial Weapon Proficiency

WEAPONS & ATTACKS

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Slingstaff, halfling [Ranged] (Reloading is a move action)	+1								1d6	x3	80ft	Small	Bldg.	Bullets, sling (10)
--- | | --- [Melee]	+1								1d4	x2		Small	Bldg.	

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EQUIPMENT

CLEAR

QTY	⌘	ITEM		WEIGHT
1	Eq.	Slingstaff, halfling	20gp	2
1	Eq.	Bullets, sling (10)	1sp	5
1	Eq.	Haramaki	3gp	1
1	Eq.	Outfit, Traveler's	1gp	3
1	Eq.	Fire-Resistant Boots	20gp	2
1		Miniature Glass Crystal	50sp	
1		Miniature Archery Target trinket	10sp	
1		Pearl		
1		Firebolt, Scroll of		
			TOTAL WEIGHT	13

MAGIC ITEMS

CLEAR

⌘	ITEM	USES & CHARGES

WORN EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	
FACE	
THROAT	
SHOULDERS	(Outfit, Traveler's) Hooded Cloak
BODY	(Hamaraki) Chest-to-Waist Cloth Corset
TORSO	(Outfit, Traveler's) Small Belt
ARMS	(Outfit, Traveler's) Cloth Elbow Sleeves
HANDS	Eldritch Runic Tattoos
RING	
RING	
WAIST	(Outfit, Traveler's) Open-leg purple Skirt
FEET	Fire-Resistant Boots

SPECIAL ABILITIES

CLEAR

NAME	USES/DAY
- Bloodline Power: Elemental Bond:	3 + CHA
Unleash an elemental ray as a standard	MOD
action, targeting any foe within 30 feet as a	
ranged touch attack. Ray deals 1d6 points	
of damage of your energy type + 1 for every	
two sorcerer levels you possess.	
- Favoured Racial Trait: Halfling:	+1 to
Select one bloodline power at 1st level	bld.line
normally usuable 3 + CHA MOD times a day.	power
Add +0.5 uses per day per level in Sorcerer	uses/day
- Cantrips:	∞
Known 0th level spells can be used an	
infinite number of times per day.	
- Eschew Materials:	∞
Spells that require a material component to	
cast them, (if under 1gp cost) don't.	

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
17	18-34	35-52	N	52	104	260

WEALTH

CLEAR

	CURRENCY	TREASURE
P		
G	666	
S	50	
C	493	
OTHER		

BAGS & CONTAINERS

CLEAR

⌘	CONTAINER	VOLUME	WEIGHT

NOTES

CLEAR

#justkonstithings

>konsti throws wine-jug at my face
>use magehand to propel it back
>is it a cantrip?
>yes, otherwise I couldn't use it for free
>free or not, that ain't a cantrip; no card advantage
>successful intimidation roll for information
>konsti gives a slap for me being a dick to NPCs

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ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0			CHA		
	1st			2		
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th			0		
	7th			0		
	8th			0		
	9th			0		

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK BONUSES

ATTACK | 1ST | 2ND | 3RD | 4TH | DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG