

Kensington Daniels
Player Name

Zandstra
Character Name & Pathfinder Society Character Code

Low-Light Vision
VISION

Yet Another



Character Generator

Elf

Race Faction

Medium 5 ft 11 in 111 lbs Black/Green

Size Height Weight Hair/Eyes

5th Cleric/3rd Rogue

Chaotic Neutral Calistria

124 years Female

Level/Class

Alignment Deity Age Gender

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1		
DEX	18	+4		
CON	9	-1		
INT	12	+1		
WIS	17	+3		
CHA	14	+2		

HP 35 SPEED

30 ft 6 sq BASE SPEED RUN x4 SWIM ft CLIMB ft FLY

WOUNDS TEMP HP NON-LETHAL

INIT +8 = 4 + +4 DEX MOD MISC BURROW ft

DAMAGE REDUCTION ENERGY RESISTANCE

SKILLS

CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C	Acrobatics	DEX	9	4	2	3
C	Appraise	INT	6	1	2	3
C	Bluff	CHA	6	2	1	3
C	Climb	STR	5	1	1	3
C	Diplomacy	CHA	7	2	2	3
C	Disable Device	DEX	13	4	3	6
C	Disguise	CHA	6	2	1	3
C	Escape Artist	DEX	10	4	1	5
X	Fly	DEX	4	4	0	0
C	Heal	WIS	10	3	4	3
C	Intimidate	CHA	7	2	2	3
C	Knowledge (arcana)	INT	5	1	1	3
C	Knowledge (dungeoneering)	INT	6	1	2	3
C	Knowledge (history)	INT	5	1	1	3
C	Knowledge (local)	INT	6	1	2	3
C	Knowledge (nobility)	INT	5	1	1	3
C	Knowledge (planes)	INT	5	1	1	3
C	Knowledge (religion)	INT	5	1	1	3
C	Perception	WIS	14	3	4	7
X	Ride	DEX	5	4	1	0
C	Sense Motive	WIS	10	3	2	5
C	Sleight of Hand	DEX	9	4	2	3
C	Spellcraft	INT	6	1	2	3
C	Stealth	DEX	11	4	2	5
C	Survival	WIS	7	3	1	3
C	Swim	STR	5	1	1	3
C	Use Magic Device	CHA	7	2	2	3

AC 18 10+ 4 + 0 + 4 + 0 + 0 + 0 + 0
Total ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NATURAL ARMOR DEFLECT MOD. MISC MOD.

TOUCH 14 FLATFOOTED 14

FORT 4 = 5 + -1 + 0 + 0 + 0
REFLEX 9 = 4 + 4 + 0 + 1 + 0
WILL 8 = 5 + 3 + 0 + 0 + 0
CONDITIONAL MOD

BAB 5 SPELL RESISTANCE
CMD 20 = 5 + 1 + 4 + 0 + 0 Fame Pts
CMB 6 = 5 + 1 + 0 + 0 Prestige Points

+1 Flaming Longsword

One-handed	ATTACK BONUS +7	Critical 19-20/x2
TYPE S	RANGE	AMMUNITION
		DAMAGE 1d8+2

SPECIAL PROPERTIES
Flaming: Weapon does an additional 1d6 fire damage

+1 Shortbow, composite (+1)

Ranged	ATTACK BONUS +10	Critical x3
TYPE P	RANGE 70	AMMUNITION Arrows (10)
		DAMAGE 1d6+2

SPECIAL PROPERTIES

Masterwork Sling

Ranged	ATTACK BONUS +10	Critical x2
TYPE B	RANGE 50	AMMUNITION
		DAMAGE 1d4+1

SPECIAL PROPERTIES

Weapon 4

	ATTACK BONUS	Critical
TYPE	RANGE	AMMUNITION
		DAMAGE

SPECIAL PROPERTIES

CUSTOM TEXT

LANGUAGES
Elven, Common, Draconic

Character Code:

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Portrait

Weapon 5

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 6

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 7

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 8

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 9

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 10

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 11

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Weapon 12

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

SPECIAL PROPERTIES

Additional Notes

ABILITIES (continued)

ABILITIES (continued)

** Denotes bonuses or penalties already included in the calculations*

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CONDITIONAL MODIFIERS

AC:

- +1 dodge - vs traps (Trap Sense)

Perception:

- +1 - to locate traps (Trapfinding)

Reflex:

- +1 - vs traps (Trap Sense)

Saving Throws:

- +2 racial - vs enchantment spells and effects (Elven Immunities)

Spellcraft:

- +2 racial - to identify properties of magic items (Elven Magic)

