Akhron	JWJ			
CHARACTER	PLAYER			
Gnome (Master Tinker)	Small	Male	3' 2"	35
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
42	NG			
AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION	

LANGUAGES: Common, Gnome, Sylvan, Dwarven, Draconic

CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

NECEROS.COM 1.1.2

PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	8	-1	8			
DEX DEXTERITY	15	+2	15			
CON CONSTITUTION	14	+2	14			
INT INTELLIGENCE	14	+2	14			
WIS WISDOM	10	0	10			
CHA CHARISMA	15	+2	15			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
	10	1	Bard (Sound Striker)	0	9	0	2	2	1
TEMPORARY HP									
TOTAL HP	10	FAVORED CLASS: *Bard*	TOTALS	0	9	0	+2	+2	1

CLASS RECORDER

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL	-10+	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	17	-10+	+4	0	+2	+1					
TOUCH ARMOR CLASS	13	-10+			+2	+1					
FLAT-FOOT ARMOR CLASS	15	-10+	+4	0		+1					

ARMOR PENALTY	2
MAX DEX	+4
SPELL FAILURE	20%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

+2 vs Illusions

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+2	0	+2		
REF REFLEX	+4	+2	+2		
WILL WILLPOWER	+2	+2	0		

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	0	0	-1	+1	
RANGED ATTACK MODIFIER	+3	0	+2	+1	
CMB TO ATTACK	-2	0	-1	-1	
CMD TO DEFEND	+10	-10+ 0	DEX +2	STR -1	-1

SKILLS

CLEAR SKILLS

12 RANKS — ARMOR PENALTY 2

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
☑ Acrobatics ◆	DEX	4	0	2	0		
☑ Appraise	INT	2	0	2	0		
☑ Bluff	CHA	2	0	2	0		
☑ Climb ◆	STR	1	0	-1	0		
☑ Craft: *Firearms*	INT	8	1	2	3	2	
☑ Craft: *Clockworks*	INT	8	1	2	3	2	
☑ Diplomacy	CHA	6	1	2	3		
☐ Disable Device ◆	DEX	--	0	2	0		
☑ Disguise	CHA	2	0	2	0		
☑ Escape Artist ◆	DEX	4	0	2	0		
☐ Fly ◆	DEX	4	0	2	0		
☐ Handle Animal	CHA	--	0	2	0		
☐ Heal	WIS	0	0	0	0		
☑ Intimidate	CHA	2	0	2	0		
☑ Kn: *Engineering*	INT	--	0	2	0	1	2
☑ Kn: *Arcana*	INT	--	0	2	0	1	
☑ Kn: *Planes*	INT	--	0	2	0	1	
☑ Kn: *Religion*	INT	--	0	2	0	1	
☑ Kn: *Nature*	INT	--	0	2	0	1	
☑ Kn: *Nobility*	INT	--	0	2	0	1	
☑ Linguistics	INT	--		2	0		
☑ Perception	WIS	6	1	0	3	2	
☑ Perform	CHA	6	1	2	3		
☑ Profession: *Fleet Militia*	WIS	4	1	0	3		
☐ Ride ◆	DEX	4	0	2	0		
☑ Sense Motive	WIS	0	0	0	0		
☑ Sleight of Hand ◆	DEX	--	0	2	0		
☑ Spellcraft	INT	6	1	2	3		
☑ Stealth ◆	DEX	8	1	2	3		
☐ Survival	WIS	0	0	0	0		
☐ Swim ◆	STR	1	0	-1	0		
☑ Use Magic Device	CHA	6	1	2	3		
☑ *Perform (Dance)*	CHA	6	1	2	3		
☑ *Craft (Steam)*	INT	6	1	2	3		
☑ *Craft (Airship)*	INT	6	1	2	3		

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

CLEAR EXPERIENCE

EXPERIENCE /

SLOW ☐ MEDIUM ☐ FAST ☐

INIT INITIATIVE	+2	SPEED 20	FLY	SWIM	CLIMB	

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Arcane Strike

Bardic Knowledge

Cantrips

Bardic Performance (4+Cha+2)

Countersong

Distraction

Fascinate

Inspire Courage

Low Light Vision

Gnome Magic (Dancing Lights, Ghost Sound, Speak with Animals)

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor Chain Shirt	0	4	4	2	20%	Light	M	Steel
Shield								

PROFICIENCIES

Simple, Gnome, Longsword, Shortbow

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Light Crossbow		+4							1d8+1	19-20	80	2H	P	60 bolts
Flask Projector		+4							-	20	30	2H	-	Full-round reload
Morning Star		+2							1d6+1	20	-	1H	P/B	

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EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT
		Light Crossbow	
		Morning Star	
		Chain shirt	
		Backpack	
		Adventurers Sash	
		Silk Rope 50'	
		Pitons, Hammer, Twine 100'	
		Tools, Skeleton Key, Drill, Saw, Crowbar	
		Acid Bolts (2), Fire Bolts (2)	
		Cold-Iron Bolts (5), Silver bolts (5)	
		Adamantine Bolt (1), Bolts (60)	

ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0			CHA		4
13	1st	2	1	1		2
	2nd			1		
	3rd			0		
	4th			0		
	5th			0		
	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
0	*Prestidigitation*								
0	*Mending*								
0	*Message*								
0	*Acid Splash*								
1	*Grease*								
1	*Abundant Ammunition*								