17, 16, 15, 12, 12, 6

Sam Torrye (rogue demon hunter) Mason

CHARACTER: human | PLAYER: M | GENDER: M | HEIGHT: 5 ft 0 in | WEIGHT: 137 lb
LEVEL: 20 | ALIGNMENT: LG | SIZE: none | DEITY: abyssal | BACKGROUND OCCUPATION: Scholar of the planes (specializing in lower ones)
LANGUAGES: common, infernal, [illegible]
DESCRIPTION: lanky, reddish brown eyes, dirty blood hair, light skin

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PATHFINDER® ROLEPLAYING GAME™

ABILITY SCORE

	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	6	-2				
DEX DEXTERITY	12	+1				
CON CONSTITUTION	16	+3				
INT INTELLIGENCE	12	+1				
WIS WISDOM	15	+2				
CHA CHARISMA	19	+4				

ABILITY SCORE NOTES & RACIAL NOTES

HEALTH & COMBAT

d8

	TOTAL
HP HIT POINTS	11
DR DAMAGE RESIST	
SR SPELL RESIST	
INIT INITIATIVE	+5

CURRENT HP: 11
TEMPORARY HP:

SPEED	FLY	SWIM	CLIMB	
30	0		0	

EXPERIENCE — SLOW ☐ MEDIUM ☐ FAST ☐: 1

CHARACTER CLASS: oracle (mystery: flame) — LEVEL: 1

FAVORED CLASS:

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	OTHER	OTHER
AC ARMOR CLASS	13	=10+	+2	+1	1	0					
TOUCH ARMOR CLASS	11	=10+			1	0					
FLAT-FOOT ARMOR CLASS	12	=10+	+2	+1							

ARMOR PENALTY: -1 | MAX DEX: +6 | SPELL FAILURE: 5% arcane

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	OTHER
FORT FORTITUDE	+3	+0	+3		
REF REFLEX	+1	+0	+1		
WILL WILLPOWER	+4	+2	+2		

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	OTHER
MELEE ATTACK MODIFIER	-2	+0	-2	0	
RANGED ATTACK MODIFIER	+1	+0	+1	0	
CMB TO ATTACK	-2	+0	-2	0	
CMD TO DEFEND	9	=10+	+0	+1	-2	0	

SKILLS

ARMOR PENALTY: -1 (-1 mwk)

CLASS		TOTAL	RANKS	ABILITY	TRAINED	MISC	MISC
■ Acrobatics	DEX	5/4	1	1	3	-1	
☐ Appraise	INT						
☐ Bluff	CHA						
■ Climb	STR						
■ Craft:	INT						
☐ Craft:	INT						
■ Diplomacy	CHA						
☐ Disable Device	DEX						
☐ Disguise	CHA						
■ Escape Artist	DEX						
☐ Fly	DEX						
■ Handle Animal	CHA						
■ Heal	WIS	6	1	2	3		
■ Intimidate	CHA	8	1	4	3		
■ Know: Lu'sara	INT						
■ Know: planes	INT	5/8	1	1	3	3	+3 domain
■ Know: religion	INT						
☐ Know:	INT						
☐ Know:	INT						
☐ Know:	INT						
☐ Linguistics	INT						
☐ Perception	WIS						
■ Perform	CHA						
■ Profession:	WIS						
☐ Ride	DEX						
■ Sense Motive	WIS	7	1	2	3	1	
☐ Sleight of Hand	DEX						
■ Spellcraft	INT	4	1	1	3		
☐ Stealth	DEX						
☐ Survival	WIS						
☐ Swim	STR						
☐ Use Magic Device	CHA						
☐							
☐							
☐							

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*

FEATS & FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

mystery: flame
revelation: firestorm (su)
curse: tongues (infernal)
[illegible]: extra revelation
revelation: touch of flame (su)
feat 2: improved initiative
trait 1: wand traveler
trait 2: Asmodean demon hunter

EXTRAS

curse (tongues: infernal)

PROFICIENCY

simple weapons
WEAPON: light, medium, shields (except tower)
ARMOR:

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL
leather		2	6					
buckler		1		-1	5% arcane			

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
morningstar									1d6/1d8 -2	x2	0		B/P	x2, 20
[illegible] longbow, light									1d6/1d8 -2	x2	80		P	x2, 19-20

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DC = 10 + 4 = 14

EQUIPMENT

QTY	⌘	ITEM	WEIGHT
1		morningstar	6
1		crossbow, light	4
10		bolts, light	1
1		leather armor	15
1		buckler (-1 penalty)	5
1		backpack	2
2		caltrops	4
1		case, map	.5
1		chalk	
1		flint & steel	
1		ink	
1		lantern, bullseye	3
1		oil, flask	1
20		parchment, sheet	
1		belt pouch	1
10		rations, per day	10
1		rope, silk (50 ft)	5
1		sealing wax	1
1		signal whistle	
1		soap	1
1		signet ring	
1		vial, ink	
1		waterskin	4
		[illegible]	[illegible]
1		traveler's outfit	5
1		scholar's outfit	6
1		donkey (pack donkey)	
5		donkey feed, day	50
2		saddlebags	16
		including backup weapon, 3 sheen (how low will you go?)	
		donkey carries a lot of it ← TOTAL WEIGHT	

MAGIC ITEMS

⌘	ITEM	USES & CHARGES

SPECIAL ABILITIES

NAME	USES/DAY
revelation: fireston (su)	1
revelation: touch of flame (su)	7

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
≤20	21-40	41-60	N			

WORN EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	
FACE	
THROAT	
SHOULDERS	
BODY	
TORSO	
ARMS	
HANDS	
RING	
RING	
WAIST	
FEET	

WEALTH

	CURRENCY	TREASURE
P		
G	3	
S	3	
C	4	
OTHER		

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME	WEIGH
	saddlebags		
	belt pouch		

NOTES

+2 trait bonus on will saves against mind-affecting stuff from demons

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4 spells/day (1st) (0-st 1st 2nd) from cleric list can cast one level spell whenever ↑ bonuses?

DC (10 + 4 + spell)

5: class arcana

SPELLS, PSIONICS, & ABILITIES

CASTER LEVEL

NAME & PAGE	QTY	NAME & PAGE
Spark	SPELLS CAST TODAY	
detect magic		
read magic		
stabilize		
obscuring mist		
comprehend languages		
Sanctuary		
cure light wounds (auto)		

ABILITY DCs

MAXIMUM SPELLS PER DAY

SAVE DC	LEVEL	TOTAL	CLASS BONUS	ABILITY BONUS	OTHER	TOTAL KNOWN
14	0	∞	4	0		4
15	1st	4	2	1		3
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

DOMAIN & SCHOOL

BLOODLINE

SPECIALTY SCHOOL

PROHIBITED SCHOOL | PROHIBITED SCHOOL

DOMAIN | DOMAIN

FAMILIAR & BOUND ITEM

NAME

RACE/TEMPLATE

CLASS LEVEL/HD

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

HP HIT POINTS TOTAL

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

SPECIAL QUALITIES

BLOODLINE DOMAIN SPECIALTY

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~~4 0th~~ + cure

~~2 1st + 1 1st level spell (ind) → 4/3 known~~

1 extra feat (⇒ 2 feats total) → 1 more

~~1 additional skill rank (4 + 1 + 1 = 6 per level)~~

~~4 0th~~ : spark, detect magic, read magic, stabilize

3 1st : obscuring mist, sanctuary, cure light wounds

~~character traits~~ ✓

why I am in ~~that~~ city (what was it called?)

Thonkey?

(though never actually believed in their stuff; I just left when I was welcomed)

- "rehabilitated" member of the church of Asmodeus (was LE & now fights for the force of good); left ~~the church & got cursed as punishment~~; is in Thonkey (whatever it's called) as a scholar and a rogue demon hunter. this place is huge & surely I can ~~be~~ find out things here that will help me vanquish demons (~~esp~~ or, put another way, the curse is a 'blessing' from Asmodeus with which I was born as a child, so my parents left me on the doorstep of that church because they felt that was where I belonged — but I was never really into their evil-ness (I left when I was 18 & had completed my education, & I have been wandering the world for the past 2 years (region?)