

**PATHFINDER**

BEGINNER BOX

**DICE**



**ACTIONS**



One Action



Two Actions



Three Actions



Reaction

**PROFICIENCY**

UNTRAINED

0

TRAINED

2 + level

EXPERT

4 + level

**CHARACTER NAME**

**Cathil**

**A ANCESTRY**

**Human**  
HERITAGE **Half-Elf**  
ANCESTRY ABILITY  
**Gain low-light vision**  
**5 ft. faster movement**

**B BACKGROUND**

**Hunter**  
BACKGROUND ABILITY  
**Spend 10 minutes assessing the wilderness area to know about local natural creatures (DC determined by GM)**

**D ABILITY MODIFIERS**

STRENGTH	<b>+3</b>	STR
DEXTERITY	<b>+4</b>	DEX
CONSTITUTION	<b>+1</b>	CON
INTELLIGENCE	<b>+0</b>	INT
WISDOM	<b>+1</b>	WIS
CHARISMA	<b>+0</b>	CHA

**E HIT POINTS**

MAXIMUM **19** CURRENT

NOTES

**F SPEED**

**30** FEET  
STRIDE  $\blacktriangleright$  (move)  
Move up to your Speed

**G SKILLS**

ACROBATICS	<b>7</b>	=	<b>4</b>	+	<b>3</b>	<input checked="" type="radio"/> D	<input type="radio"/> E	-	ARMOR
			DEX		PROF				
ARCANA	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			INT		PROF				
ATHLETICS	<b>6</b>	=	<b>3</b>	+	<b>3</b>	<input checked="" type="radio"/> D	<input type="radio"/> E	-	ARMOR
			STR		PROF				
CRAFTING	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			INT		PROF				
DECEPTION	<b>3</b>	=	<b>0</b>	+	<b>3</b>	<input type="radio"/> D	<input type="radio"/> E		
			CHA		PROF				
DIPLOMACY	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			CHA		PROF				
INTIMIDATION	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			CHA		PROF				
LORE	<b>3</b>	=	<b>0</b>	+	<b>3</b>	<input type="radio"/> D	<input type="radio"/> E		
			INT		PROF				
MEDICINE	<b>1</b>	=	<b>1</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			WIS		PROF				
NATURE	<b>4</b>	=	<b>1</b>	+	<b>3</b>	<input type="radio"/> D	<input type="radio"/> E		
			WIS		PROF				
OCCULTISM	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			INT		PROF				
PERFORMANCE	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			CHA		PROF				
RELIGION	<b>1</b>	=	<b>1</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			WIS		PROF				
SOCIETY	<b>0</b>	=	<b>0</b>	+	<b>0</b>	<input type="radio"/> D	<input type="radio"/> E		
			INT		PROF				
STEALTH	<b>7</b>	=	<b>4</b>	+	<b>3</b>	<input checked="" type="radio"/> D	<input type="radio"/> E	-	ARMOR
			DEX		PROF				
SURVIVAL	<b>4</b>	=	<b>1</b>	+	<b>3</b>	<input type="radio"/> D	<input type="radio"/> E		
			WIS		PROF				
THIEVERY	<b>7</b>	=	<b>4</b>	+	<b>3</b>	<input type="radio"/> D	<input type="radio"/> E	-	ARMOR
			DEX		PROF				

SKILL NOTES

PRONOUNS	ALIGNMENT	<b>L</b> LEVEL
PLAYER NAME		XP

**C CLASS**

**Ranger**  
CLASS ABILITIES (LEVEL 1)  
**Hunt Prey**  
**Hunter's Edge**  
(LEVEL 2)  
(LEVEL 3)

**H PERCEPTION**

**1** WIS + **5** PROF  T  E  
SENSES AND NOTES

**I SAVING THROWS**

FORTITUDE	<b>+6</b>	=	<b>1</b>	+	<b>5</b>	<input checked="" type="radio"/> T	<input type="radio"/> E	NOTES
			CON		PROF			
REFLEX	<b>+9</b>	=	<b>4</b>	+	<b>5</b>	<input checked="" type="radio"/> T	<input type="radio"/> E	
			DEX		PROF			
WILL	<b>+4</b>	=	<b>1</b>	+	<b>3</b>	<input type="radio"/> T	<input type="radio"/> E	
			WIS		PROF			

**J DEFENSES**

ARMOR Unarmored Defense  T Light  T  
PROFICIENCIES Medium  T Heavy  T  
**AC 18** = 10 + **4** DEX or DEX CAP + **3** PROF  T + **1** ITEM + OTHER  
NOTES

**K WEAPONS AND ATTACKS**

WEAPON PROFICIENCIES Simple  T  E Martial  T  E Fist  T  E  
Other Weapon Proficiencies  T  E

**MELEE WEAPON**  
**Hatchet** **+6** ATTACK = **3** DEX/STR + **3** PROF  T  E  
DAMAGE **1d6** +  BLUDGEONING  PIERCING  
DIE STR  SLASHING  
TRAITS **agile, sweep, thrown 10 feet**

**MELEE WEAPON**  
**ATTACK** =  DEX +  PROF  T  E  
DAMAGE  +  DIE STR  BLUDGEONING  PIERCING  SLASHING  
TRAITS

**RANGED WEAPON**  
**Shortbow** **+7** ATTACK = **4** DEX + **3** PROF  T  E  
DAMAGE **1d6** + n/a PIERCING  FEET RANGE INC.  RELOAD  
DIE STR (thrown) AMMO  
TRAITS **deadly d10, reload 0**

**M N** Equipment and Spells on Reverse Side

