PATHFINDER®

Player

Hero Points

Campaign

XP

XP

CHARACTER NAME

Gender

Age

Size

Deity

ABILITIES

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR	DEX	CON	INT	WIS	CHA

Ability Modifier = (Ability Score - 10) ÷ 2

PROFICIENCY

Untrained	Trained	Expert	Master	Legendary
None	Level +2	Level +4	Level +6	Level +8

CHARACTER

ANCESTRY
Gnome

Heritage

BACKGROUND

CLASS
Rogue

Level

Subclass

ARCHETYPES

□ › □ › □

□ › □ › □

□ › □ › □

You must take three archetype feats before you can start another.

ADVANCEMENT

Level	Advancement	Sneak Attack	Ancestry feat	General feat	Class feat	Skill feat	Skill increase
1	□ Racket	1d6	□			□	□
2					□	□	□
3	Deny Advantage			□		□	□
4					□	□	□
5	□ Ability boost	2d6	□			□	□
6					□	□	□
7	Master in skills, Weapon Specialisation			□		□	□
8					□	□	□
9	Debilitating Strike		□			□	□
10	□ Ability boost				□	□	□
11		3d6			□	□	□
12					□	□	□
13	Master Tricks		□			□	□
14					□	□	□
15	□ Ability boost Legendary in skills, Greater Weapon Specialisation			□		□	□
16					□	□	□
17		4d6	□			□	□
18					□	□	□
19					□	□	□
20	□ Ability boost Master Strike				□	□	□

ANCESTRY

Heritage

Level
1

Level
5

Level
9

Level
13

Level
17

SKILLS

	Assurance	Skill Bonus		Ability Modifier	Proficiency	Feats Misc	Armour Check Penalty
Acrobatics	☐	⬡	=	DEX	◈		−
Arcana	☐	⬡	=	INT	◈		
Athletics	☐	⬡	=	STR	◈		−
Crafting	☐	⬡	=	INT	◈		
Deception	☐	⬡	=	CHA	◈		
Diplomacy	☐	⬡	=	CHA	◈		
Intimidation	☐	⬡	=	CHA	◆		
Medicine	☐	⬡	=	WIS	◈		
Nature	☐	⬡	=	WIS	◈		
Occultism	☐	⬡	=	INT	◈		
Performance	☐	⬡	=	CHA	◆		
Religion	☐	⬡	=	WIS	◈		
Society	☐	⬡	=	INT	◈		
Stealth	☐	⬡	=	DEX	◆		−
Survival	☐	⬡	=	WIS	◈		
Thievery	☐	⬡	=	DEX	◈		−
Lore	☐	⬡	=	INT	◈		
	☐	⬡	=		◈		
	☐	⬡	=		◈		
	☐	⬡	=		◈		
	☐	⬡	=		◈		

PERCEPTION

PERCEPTION

⬡ = WIS + ◆ + _____ + _____

WIS   Proficiency   Item   Misc

■ Low-light vision ☐ Dark vision ☐ Scent

GENERAL FEATS

Level
3

Level
7

Level
11

Level
15

Level
19

SKILL FEATS

Background

Level
1

Level
2

Level
3

Level
4

Level
5

Level
6

Level
7

Level
8

Level
9

Level
10

Level
11

Level
12

Level
13

Level
14

Level
15

Level
16

Level
17

Level
18

Level
19

Level
20

SPEED

◆ Stride

SPEED
____ ft ____ sq

Speed in Armour
____ ft ____ sq

Swim Speed
____ ft ____ sq

Climb Speed
____ ft ____ sq

Fly Speed
____ ft ____ sq

FOCUS

FOCUS
____ pts = Class ____ + Misc ____ | Refocus + 1 pts

FOCUS LEVEL
____ = Level ____ ÷ 2
(Round up)

Current Focus Points
____ pts

WEAPON SPECIALISATION

Level **7** — **DAMAGE BONUS**
◆◆ +2 | ◆◆ +3 | ◆◆◆ +4

Level **15** — **GREATER WEAPON SPECIALISATION**
◆◆ +4 | ◆◆ +6 | ◆◆◆ +8

ACTIONS

◇◇◇ _____
_____

◇◇◇ _____
_____

◇◇◇ _____
_____

ATTACKS

MULTI-ATTACK ◆ 1st ____ | ◇◆ 2nd −5 | ◇◇◆ 3rd −10

Attack Bonus ____ = Ability ____ ◇◇ Proficiency ____ Potency ⊞ Damage ◇ d ____ + ____ Weap Spec ⊞ Striking ⊞ Misc ____
Weapon Traits _____
Critical ☐

Attack Bonus ____ = Ability ____ ◇◇ Proficiency ____ Potency ⊞ Damage ◇ d ____ + ____ Weap Spec ⊞ Striking ⊞ Misc ____
Weapon Traits _____
Critical ☐

Attack Bonus ____ = Ability ____ ◇◇ Proficiency ____ Potency ⊞ Damage ◇ d ____ + ____ Weap Spec ⊞ Striking ⊞ Misc ____
Weapon Traits _____
Critical ☐

Attack Bonus ____ = Ability ____ ◇◇ Proficiency ____ Potency ⊞ Damage ◇ d ____ + ____ Weap Spec ⊞ Striking ⊞ Misc ____
Weapon Traits _____
Critical ☐

AMMO # ____ ☐☐☐ ☐☐☐ ☐☐ ☐☐ ☐☐☐ | Special # ____ ☐☐☐ ☐☐☐

____ ☐☐☐ ☐☐☐ ☐☐ ☐☐ ☐☐☐ | # ____ ☐☐☐ ☐☐☐

HEALTH

HIT POINTS
____ hp = Ancestry 8 + (Class 8 + CON ____) × Level ____ + Misc ____

Current Hit Points ____ hp | Temp Hit Points ____ hp | Dying ☐ › ☐ › ☐ › ☐ › ☠

ARMOUR CLASS

ARMOUR CLASS
____ AC = 10 + DEX ____ + Proficiency ◇ ____ + Armour Bonus ____ + Items ____ + Misc ____

+ ____ AC

◇◇ Unarmoured | ◇ Light | ◇ Medium | ◇◇ Heavy

_____
_____
_____
_____

◆ Raise shield | Shield Bonus + ____ AC

☐ ↻ Shield block | Hardness ____ hp | Shield Health ____ hp

Deduct hardness, then apply remaining damage to both shield and yourself.

SAVING THROWS

	Ability Modifier	Proficiency	Item	Misc
FORTITUDE FORT =	CON	◇◇ ____	____	____
REFLEX REF =	DEX	◇◇ ____	____	____
WILL WILL =	WIS	◇ ____	____	____

_____
_____
_____

PROFICIENCIES

◇◇ _____
◇◇ _____
◇◇ _____
◇◇ _____
◇◇ _____

ROGUE

ROGUE
CLASS DC

Key Ability

Proficiency

△▽ DC = 10+ _____ + ◈

SNEAK ATTACK

SNEAK ATTACK
DAMAGE BONUS

▢ d6 Precision damage

When you attack a flat-footed opponent with an agile or finesse weapon/unarmed strike, or a ranged weapon.

SURPRISE ATTACK

On the first round of combat, if you roll Decpetion or Stealth for initiative, creatures that haven't acted yet are flat-footed.

DENY ADVANTAGE

Level
3

Not flat-footed to hidden, undetected or flanking creatures, or surprise attacks by creatures up to your level.

WEAPON TRICKS

Level
5

When you make a critical hit with a suitable weapon, apply the weapon's critical specialisation effect.

EVASION

Level
7

Success becomes critical success on Reflex saves.

DEBILITATING STRIKE

Level
9

On hitting a flat-footed target, inflict an effect until the end of your next turn:

- -10ft to target's speed
- Target is enfeebled 1

Level
15

DOUBLE DEBILITATION

Apply two effects.

SLIPPERY MIND

Level
17

Success becomes critical success on Will saves.

MASTER STRIKE

Level
19

When your strike hits a flat-footed creature and deals damage, they must also attempt a Fortitude save.

Critical Success No effect
Success Enfeebled 2 for 1 round
Failure Paralysed for 4 rounds
Critical Failure Paralysed for 4 rounds, knocked unconscious for 2 hours, or killed (your choice)

RACKET

Ruffian

- You can deal sneak attack damage with any simple weapon
- When you critically hit a flat-footed target with a simple weapon, apply the critical effect
- You don't gain these benefits with a weapon with a damage die larger than d8
- ◈ Intimidation and medium armour
- May choose strenth as your key ability

Level 13	◈ Medium armour
Level 19	◈ Medium armour

ROGUE FEATS

Level 1 _____

Level 2 _____

Level 4 _____

Level 6 _____

Level 8 _____

Level 10 _____

Level 12 _____

Level 14 _____

Level 16 _____

Level 18 _____

Level 20 _____

Level _____

INVENTORY

KIT

	Value	Weight

ITEMS

Total weight   B   L

BACKPACK

			☐
			☐
			☐
			☐
			☐
			☐
			☐
			☐

Total weight   B   L

EXPENDABLES

MONEY

Platinum		pp
Gold		gp
Silver		sp
Copper		cp
TOTAL		cp

1000 coins = 1 bulk

ARMOUR

Bulk   AC Bonus

Category   DEX Cap   Check Penalty

Armour Traits

SHIELD

Bulk   AC Bonus

Hardness   Broken   Hit Points

hp   ≤   hp   ♥   hp

Shield Traits

SCROLLS

	☐
	☐
	☐
	☐
	☐
	☐
	☐

INVESTED ITEMS

1

2

3

4

5

6

7

8

9

10

POTIONS

	#	
	#	
	#	
	#	
	#	
	#	
	#	
	#	

5

BARD

SPELLCASTING

OCCULT SPELL,
ATTACK ROLL CHA Proficiency *Misc*

$\langle\rangle$ = CHA ─ ┄ ┄ ─

OCCULT
SPELL DC CHA Proficiency *Misc*

◀▶ = 10 + CHA ─ ┄ ┄ ─

0 _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____
8 _____

OCCULT BREADTH

Gain an extra spell slot at each spell level except your highest two.

☐ Learn an extra spell at each spell level except your highest two.

MUSE

Name _____

Type _____

COUNTER PERFORM

When you or an ally within 60ft rolls a saving throw against an auditory or visual effect,

☐ Roll a Performance check and you or your ally can take the better result.

INSPIRE COURAGE

COURAGE BONUS

+1

☐ Bonus to attack and damage rolls, and saves against fear.

BARD FEATS