

PATHFINDER

CHARACTER SHEET

CHARACTER NAME

LEVEL

HERO POINTS

XP

Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.

Player Name

BACKGROUND

CLASS

ANCESTRY

ATTRIBUTES

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEFENSES

Armor Class Shield



Hardness Max HP BT HP

Armor Proficiencies

Unarmored Light Medium Heavy

Fortitude

Con Prof Item

Defenses Notes

Reflex

Dex Prof Item

Will

Wis Prof Item

HIT POINTS

Maximum Current HP Temporary HP



Dying Wounded

Resistances and Immunities

Conditions

SKILLS

Acrobatics

Dex Prof Item Armor

Arcana

Int Prof Item

Athletics

Str Prof Item Armor

Crafting

Int Prof Item

Deception

Cha Prof Item

Diplomacy

Cha Prof Item

Intimidation

Cha Prof Item

Lore

Int Prof Item

Lore

Int Prof Item

Medicine

Wis Prof Item

Nature

Wis Prof Item

Occultism

Int Prof Item

Performance

Cha Prof Item

Religion

Wis Prof Item

Society

Int Prof Item

Stealth

Dex Prof Item Armor

Survival

Wis Prof Item

Thievery

Dex Prof Item Armor

Skill Notes

LANGUAGES

PERCEPTION

Wis Prof Item

Senses and Notes

SPEED

feet

Special Movement

STRIKES

Melee Strikes

Weapon



Damage

Traits and Notes

Weapon



Damage

Traits and Notes

Weapon



Damage

Traits and Notes

Ranged Strikes

Weapon



Damage

Traits and Notes

Weapon



Damage

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

Critical Specializations

CLASS DC

10 Base Key Prof Item

REMINDERS

Proficiency

Untrained +0
Trained 2 + level
Expert 4 + level
Master 6 + level
Legendary 8 + level

Action Icons

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry Feat	Boosts Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat	Boosts Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat	Boosts Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat	Boosts Class Feat

Held Items		Bulk
Consumables		Bulk
Worn Items	Invested	Bulk

BULK



Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

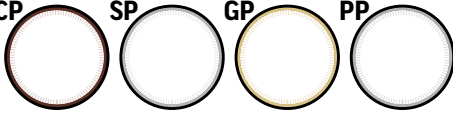
WEALTH

CP

SP

GP

PP



Gems and Artwork	Price	Bulk

Page Two—Abilities and Inventory

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CHARACTER SKETCH

ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
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Appearance

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes	Allies
	Enemies
	Organizations

ACTIONS AND ACTIVITIES

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

FREE ACTIONS AND REACTIONS

Name	<div><div></div><div></div></div>	Traits	Page #
Trigger			
Effects			

Name	<div><div></div><div></div></div>	Traits	Page #
Trigger			
Effects			

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Trigger			
Effects			

Name	<div><div></div><div></div></div>	Traits	Page #
Trigger			
Effects			

MAGICAL TRADITION

Arcane  **Occult**
Primal **Divine**

- ☐ Prepared Caster
- ☐ Spontaneous Caster

SPELL STATISTICS

Spell Attack

 ☐ T ☐ E ☐ M ☐ L + **Key Prof**

10 + +
Base Key Prof

CANTRIPS

Cantrips per Day

1/2 your level rounded up

Name	Actions	Prep
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FOCUS SPELLS

Focus Points ○○○○ **Focus Spell Rank**

1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions
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INNATE SPELLS

Name	Actions	Freq
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SPELL SLOTS

Spells per Day

Spell Rank

Spells Remaining

SPELLS

Name