Pathfinder Character Sheet

Character Name: Albrecht Stonemug
Player Name

Level: 1 **XP**

Hero Points: **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.

Ancestry: Dwarf
Heritage and Traits: Ancient-Blooded
Size: M

Background: Pilgrim
Background Notes

Class: Cleric
Class Notes: Cloistered Cleric

Attributes

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+0	+2	+2	+0	+4	+1
○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost

Defenses

Armor Class: 15 = 10 + 2 + 3 + 0 (Base Dex* Prof Item)
* Use armor's Dex cap if lower

Shield: Hardness / Max HP / BT / HP

Armor Proficiencies

Unarmored	Light	Medium	Heavy
☑ T	☐ T	☐ T	☐ T
☐ E	☐ E	☐ E	☐ E
☐ M	☐ M	☐ M	☐ M
☐ L	☐ L	☐ L	☐ L

Fortitude	Reflex	Will
5	5	9
2 + 3 + 0	2 + 3 + 0	4 + 5 + 0
Con Prof Item	Dex Prof Item	Wis Prof Item

Defenses Notes

Hit Points

Maximum: 20 | Current HP | Temporary HP
Dying ○○○○
Wounded

Resistances and Immunities

Conditions

Skills

Acrobatics	2	2 + 0 + 0 − 0	Dex Prof Item Armor
Arcana	0	0 + 0 + 0	Int Prof Item
Athletics	3	0 + 3 + 0 − 0	Str Prof Item Armor
Crafting	0	0 + 0 + 0	Int Prof Item
Deception	1	1 + 0 + 0	Cha Prof Item
Diplomacy	1	1 + 0 + 0	Cha Prof Item
Intimidation	4	1 + 3 + 0	Cha Prof Item
Patron Deity Lore	3	0 + 3 + 0	Int Prof Item
_____ Lore		+	Int Prof Item
Medicine	7	4 + 3 + 0	Wis Prof Item
Nature	4	4 + 0 + 0	Wis Prof Item
Occultism	0	0 + 0 + 0	Int Prof Item
Performance	1	1 + 0 + 0	Cha Prof Item
Religion	7	4 + 3 + 0	Wis Prof Item
Society	0	0 + 0 + 0	Int Prof Item
Stealth	2	2 + 0 + 0 − 0	Dex Prof Item Armor
Survival	7	4 + 3 + 0	Wis Prof Item
Thievery	2	2 + 0 + 0 − 0	Dex Prof Item Armor

Skill Notes

Languages

Common, Dwarven

Perception

7 = 4 + 3 + 0 (Wis Prof Item)

Senses and Notes: Darkvision

Speed

20 feet

Special Movement

Strikes

Melee Strikes

Weapon			Damage
Clan Dagger	3	0 + 3 + 0 (Str Prof Item)	1d4 P ○B ○P ○S
Traits and Notes: Agile, Dwarf, Parry, Uncommon, Versatile B			
Dagger	5	2 + 3 + 0 (Str Prof Item)	1d4 P ○B ○P ○S
Traits and Notes: Agile, Finesse, Thrown 10 ft., Versatile S			
		+ (Str Prof Item)	○B ○P ○S
Traits and Notes			

Ranged Strikes

Weapon			Damage
		+ (Dex Prof Item)	○B ○P ○S
Traits and Notes			
		+ (Dex Prof Item)	○B ○P ○S
Traits and Notes			

Weapon Proficiencies

Unarmed	Simple	Martial	Advanced	Other
☑ T	☑ T	☐ T	☐ T	☐ T
☐ E	☐ E	☐ E	☐ E	☐ E
☐ M	☐ M	☐ M	☐ M	☐ M
☐ L	☐ L	☐ L	☐ L	☐ L

Critical Specializations

Class DC

17 = 10 + 4 + 3 + 0 (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

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Ancestry and General Feats — Class Abilities

Level	Ancestry and Heritage Abilities		Class Feats and Features
1	Ancient-Blooded		Domain Initiate Deity Divine Font (Healing Font) Doctrine (Cloistered Cleric) Domain Initiate (Fire) Cleric Spellcasting Anathema Sanctification Darkvision Call on Ancient Blood
	Ancestry Feat Dwarven Doughtiness		
	Background Skill Feat Pilgrim's Token		
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

Inventory

Held Items	Bulk
Backpack	0
Bedroll	L
Chalk (10)	0
Flint and Steel	0
Rope	L
Rations (2)	0.2
Torch (5)	0.5
Waterskin	L
Soap	0
Caltrops (2)	0.2

Consumables	Bulk
Scroll of Bless	L
Scroll of Breathe Fire	L

Worn Items	Invested	Bulk
Explorer's Clothing		L

Bulk

Bulk 0

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

Wealth

CP	SP	GP	PP
0	1	5	0

Gems and Artwork	Price	Bulk

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Character Sketch

Origin and Appearance

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
	Five Kings Mounta	Highhelm	324	male; he/him	4'2"	

Appearance: Grandfatherly, in a very stern sort of way.

Personality

Attitude
Devout, serious, slightly guarded toward non-dwarves

Deity or Philosophy
Angradd (Dwarven Pantheon)

Edicts
- Protect the dwarven legacy
- Root out evil
- Provide council to those who need it

Anathema
- Ignore evil deeds big or small
- Tarnish the legacy of the dwarven people
- Betray your clan (Clan Firecask)

Likes
History, reenactments, whiskey

Dislikes
Layabouts, historic enemies of the Dwarves

Catchphrases
"As is written in The Tempering..."

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		Traits	Page #
Call on Ancient Blood	◉		
Trigger	You attempt a saving throw against a magical effect, but you h		
Effects	Trigger: You attempt a saving throw against a magical effect, but you haven't rolled yet: Effect: Your ancestors' innate resistance to		

Name		Traits	Page #
Trigger			
Effects			

Name		Traits	Page #
Trigger			
Effects			

Name		Traits	Page #
Trigger			
Effects			

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Magical Tradition

Arcane / Occult / Primal / Divine

◉ Prepared Caster
○ Spontaneous Caster

Spell Statistics

Spell Attack +7 (T ☑ E ☐ M ☐ L ☐) 4 + 3 (Key Prof)

Spell DC 17 (T ☑ E ☐ M ☐ L ☐) 10 + 4 + 3 (Base Key Prof)

Cantrips

Cantrips per Day: -

Cantrip Rank (1/2 your level rounded up): 1

Name	Actions	Prep
Divine Lance	2	✔
Guidance	1	✔
Shield	1	✔
Stabilize	2	✔
Vitality Lash	2	✔

Focus Spells

Focus Points ◉○○

Focus Spell Rank (1/2 your level rounded up): 1

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

Name	Actions
Fire Ray	2

Innate Spells

Name	Actions	Freq

Spell Slots

Spell Rank	1	2	3	4	5	6	7	8	9	10
Spells per Day	2									
Spells Remaining										

Spells

Name	Actions	Rank	Prep
Breathe Fire (Deity Spell)	2	1	✔
Runic Body	2	1	✔

Name	Actions	Rank	Prep

Rituals

Name	Rank	Cost

Name	Rank	Cost

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