Pathfinder Character Sheet

Character Name: boule
Player Name

Level: 2 **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: Skeleton
Heritage and Traits: shifting skeleton
Size:

Background: Starless One
Background Notes: icon of rot

Class: Alchemist
Class Notes: can take bones on and off

Attributes

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
+2	+1	+0	+2	+1	+3
○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost	○ Partial Boost

Defenses

Armor Class: 17 = 10 (Base) + 1 (Dex*) + 3 (Prof) + 3 (Item)
* Use armor's Dex cap if lower

Shield: + 1
Hardness: 3 | Max HP: 12 | BT: 6 | 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	6	4
☐ T ☐ E ☐ M ☐ L	☑ T ☐ E ☐ M ☐ L	☑ T ☐ E ☐ M ☐ L
0 + 5 + 0	1 + 5 + 0	1 + 3 + 0
Con Prof Item	Dex Prof Item	Wis Prof Item

Defenses Notes:

Hit Points

Maximum: 22 | Current HP: | Temporary HP:
Dying ○○○○
Wounded ○

Resistances and Immunities:

Conditions:

Skills

Acrobatics	1	☐ T ☐ E ☐ M ☐ L	1 + 0 + 0 - 0 (Dex Prof Item Armor)
Arcana	5	☑ T ☐ E ☐ M ☐ L	2 + 3 + 0 (Int Prof Item)
Athletics	2	☐ T ☐ E ☐ M ☐ L	2 + 0 + 0 - 0 (Str Prof Item Armor)
Crafting	5	☑ T ☐ E ☐ M ☐ L	2 + 3 + 0 (Int Prof Item)
Deception	6	☑ T ☐ E ☐ M ☐ L	3 + 3 + 0 (Cha Prof Item)
Diplomacy	3	☐ T ☐ E ☐ M ☐ L	3 + 0 + 0 (Cha Prof Item)
Intimidation	3	☐ T ☐ E ☐ M ☐ L	3 + 0 + 0 (Cha Prof Item)
Astrology Lore	5	☑ T ☐ E ☐ M ☐ L	2 + 3 + 0 (Int Prof Item)
_____ Lore		☐ T ☐ E ☐ M ☐ L	+ + (Int Prof Item)
Medicine	1	☐ T ☐ E ☐ M ☐ L	1 + 0 + 0 (Wis Prof Item)
Nature	4	☑ T ☐ E ☐ M ☐ L	1 + 3 + 0 (Wis Prof Item)
Occultism	5	☐ T ☐ E ☐ M ☐ L	2 + 3 + 0 (Int Prof Item)
Performance	6	☑ T ☐ E ☐ M ☐ L	3 + 3 + 0 (Cha Prof Item)
Religion	1	☐ T ☐ E ☐ M ☐ L	1 + 0 + 0 (Wis Prof Item)
Society	2	☐ T ☐ E ☐ M ☐ L	2 + 0 + 0 (Int Prof Item)
Stealth	4	☑ T ☐ E ☐ M ☐ L	1 + 3 + 0 - 0 (Dex Prof Item Armor)
Survival	1	☐ T ☐ E ☐ M ☐ L	1 + 0 + 0 (Wis Prof Item)
Thievery	1	☐ T ☐ E ☐ M ☐ L	1 + 0 + 0 - 0 (Dex Prof Item Armor)

Skill Notes:

Languages

Common, Fey, Jotun

Perception

4 ☑ T ☐ E ☐ M ☐ L
1 + 3 + 0 (Wis Prof Item)

Senses and Notes: Low-Light Vision

Speed

25 feet

Special Movement:

Strikes

Melee Strikes

Weapon			Damage
bone	00	+ + (Str Prof Item)	bone ○B ○P ○S
Traits and Notes:			
k,m	00	+ + (Str Prof Item)	○B ○P ○S
Traits and Notes:			
	00	+ + (Str Prof Item)	○B ○P ○S
Traits and Notes:			

Ranged Strikes

Weapon			Damage
	00	+ + (Dex Prof Item)	○B ○P ○S
Traits and Notes:			
dart sheild	ds	+ + (Dex Prof Item)	1d6 ○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

15
10 (Base) + 2 (Key) + 3 (Prof) + 0 (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	Ancestry Feat Collapse Background Skill Feat	Alchemical Assessment Formula Book Negative Healing Research Field (Toxicologist) Field Benefit (Toxicologist) Alchemy Immunity to Death Effects Advanced Alchemy Low-Light Vision Negative Survival Disease and Poison Protection Formulas (Toxicologist) Field Vials (Toxicologist)
2	Skill Feat occultism(crystal healing) apcltaion of resonant crystal (2semi presious stones 5gold treat poisn/deise	Class Feat fat rat(panchito) speed of 25ft abiltys:
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
Dart Shield-hardness-3 ac12	1

Consumables	Bulk
skill feats lv2: If you're an expert in Occultism and yc	

Worn Items	Invested	Bulk
Niyaháat		2

Bulk

Bulk 3

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	0	2	0

Gems and Artwork	Price	Bulk

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Character Sketch

Origin and Appearance

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
			lost trac	no perv		

Appearance

Personality

Attitude

Deity or Philosophy
Not set

Edicts

Anathema

Likes

Dislikes

Catchphrases

Campaign Notes

Notes
Familiar Abilities

Amphibious: It gains a swim Speed of 25 feet (or Speed of 25 feet if it already has a swim Speed).

Burrower: It gains a burrow Speed of 5 feet, allowing it to dig Tiny holes.

Climber: It gains a climb Speed of 25 feet.

Allies
infused reagents 3/3 lv+int-mob

Enemies

Organizations

Actions and Activities

Name	Actions	Traits	Page #
Quick Alchemy	1	Alchemist, Manipulate	

Effects
Requirements: You're either holding or wearing an alchemist's toolkit and you have a free hand. You can either use up a versatile vial to make another alchemical consumable at a moment's notice or create an especially short-lived versatile vial. Any effect created by

Name	Actions	Traits	Page #

Effects

Name	Actions	Traits	Page #

Effects

Name	Actions	Traits	Page #

Effects

Free Actions and Reactions

Name		Traits	Page #
Collapse	◉↻	Skeleton	

Trigger An enemy's Strike against you is a critical hit.

Effects
You collapse into a pile of bones, mitigating the worst of the damage you would have taken, and the triggering attack deals only the

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

T E M L

\+ Key Prof

Spell DC

T E M L

10 + + Base Key Prof

Cantrips

Cantrips per Day

Cantrip Rank
1/2 your level rounded up

Name	Actions	Prep
reagents		

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

Innate Spells

Name	Actions	Freq

Spell Slots

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

Spells

Name	Actions	Rank	Prep
gaint setpede venom			
Flayleaf			
blood sap			
grit			
lesser blight bomb			
lesser bane ammuntion	dr		

Name	Actions	Rank	Prep

Rituals

Name	Rank	Cost

Name	Rank	Cost

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