

# PATHFINDER

## CHARACTER SHEET

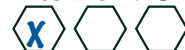
CHARACTER NAME

En-Flambé

LEVEL

XP  
1 410

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

Kitsune

Heritage and Traits

Naari

Size

med

BACKGROUND

Nocturnal Navigator

Background Notes

CLASS

Druid

Class Notes

Storm Order

ATTRIBUTES

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

DEFENSES

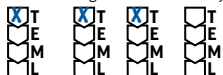
Armor Class Shield



Hardness	Max HP	BT	HP
4	16 / 8		16

Armor Proficiencies

Unarmored Light Medium Heavy



10 + 1 + 3 + 2

Base Dex\* Prof Item  
\* Use armor's Dex cap if lower

Fortitude



1 + 3 + 0

Con Prof Item

Defenses Notes

Reflex



1 + 3 + 0

Dex Prof Item

Will



3 + 5 + 0

Wis Prof Item

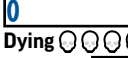
HIT POINTS

Maximum



Current HP

Temporary HP



Dying ○○○○

Wounded 0/3

Resistances and Immunities

fire 1

Conditions

SKILLS

Acrobatics



1 + 3 + 0 - 1

Dex Prof Item Armor

Arcana



1 + 3 + 0

Int Prof Item

Athletics



1 + 0 + 0 - 1

Str Prof Item Armor

Crafting



1 + 0 + 0

Int Prof Item

Deception



2 + 0 + 0

Cha Prof Item

Diplomacy



2 + 0 + 0

Cha Prof Item

Intimidation



2 + 3 + 0

Cha Prof Item

\_\_\_\_ Lore



+ +

Int Prof Item

\_\_\_\_ Lore



+ +

Int Prof Item

Medicine



3 + 0 + 0

Wis Prof Item

Nature



3 + 3 + 0

Wis Prof Item

Occultism



1 + 0 + 0

Int Prof Item

Performance



2 + 0 + 0

Cha Prof Item

Religion



3 + 0 + 0

Wis Prof Item

Society



1 + 0 + 0

Int Prof Item

Stealth



1 + 3 + 0 - 1

Dex Prof Item Armor

Survival



3 + 3 + 0

Wis Prof Item

Thievery



1 + 0 + 0 - 1

Dex Prof Item Armor

Skill Notes

LANGUAGES

kitsune, shadowtongue,  
common, wildsong

PERCEPTION



3 + 3 + 0

Wis Prof Item

Senses and Notes

Low-Light Vision

SPEED



feet

Special Movement

STRIKES

Melee Strikes

Weapon

Razor Disc



1 + 0 + 0

Str Prof Item

Damage

1d6 + 1



Traits and Notes Thrown 20

Weapon

Staff



1 + 3 + 0

Str Prof Item

Damage

1d4 + 1



Traits and Notes Monk, Two-Hand d8

Weapon

Tri-bladed Katar



1 + 3 + 0

Str Prof Item

Damage

1d4 + 1



Traits and Notes Disarm, Fatal d8, Monk

Ranged Strikes

Weapon

Razor Disc



1 + 0 + 0

Dex Prof Item

Damage

1d6 + 1



Traits and Notes Range 20, Thrown

Weapon



+ +

Dex Prof Item

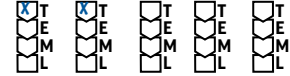
Damage



Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other



Critical Specializations

CLASS DC

16

10 + 3 + 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

## INVENTORY

Held Items Razor Disc Tri-bladed Katar		Bulk 1 0.1
Consumables 2 Elixir of Life (Minor) Fake Blood Pack Glowing Lantern Fruit + Popdust Provisions Rations Snapleaf +		Bulk 0.1 0.1 0.1 0.1 0 0.1 0
Worn Items Lattice Armor Marbles Staff Studded Leather Armor	Invested	Bulk 3 0.1 1 1

**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

0

3

4

0

Gems and Artwork	Price	Bulk
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CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
				they/them		

Appearance

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes

Allies

Enemies

Organizations

ACTIONS AND ACTIVITIES

Change Shape

Concentrate, Divine, Polymorph

PLOTME

FREE ACTIONS AND REACTIONS

Shield Block

General

PC

MAGICAL TRADITION

Arcane

Primal

Occult

Divine

☒ Prepared Caster

☐ Spontaneous Caster

SPELL STATISTICS

Spell Attack

6

3 + 3

Key Prof

Spell DC

16

10 + 3 + 3

Base Key Prof

CANTRIPS

Cantrips per Day

5

Cantrip Rank

1

1/2 your level rounded up

Name	Actions	Prep
Eat Fire	↻	
Electric Arc	↻↻	
Gale Blast	↻↻	
Ignition	↻↻	
Tangle Vine	↻↻	

FOCUS SPELLS

Focus Points

☒☐☐

Focus Spell Rank

1

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
Tempest Surge	↻↻

INNATE SPELLS

Name	Actions	Freq

SPELL SLOTS

Spells per Day

2

1

2

3

4

5

6

7

8

9

10

Spell Rank

Spells Remaining

SPELLS

Name	Actions	Rank	Prep
Flourishing Flora	↻↻	1	0
Scorching Blast	↻	1	0

Name	Actions	Rank	Prep

RITUALS

Name	Rank	Cost

Name	Rank	Cost