

# PATHFINDER

## CHARACTER SHEET

CHARACTER NAME

Keranos, Storm God

Player Name Claude

BACKGROUND

Alloysmith

Background Notes

LEVEL

XP  
1 410

HERO POINTS

X

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

Minotaur

Heritage and Traits

Slabsoul Minotaur

Size

lg

ATTRIBUTES

+4 Strength  
Partial Boost+0 Dexterity  
Partial Boost+2 Constitution  
Partial Boost+3 Intelligence  
Partial Boost+1 Wisdom  
Partial Boost-1 Charisma  
Partial Boost

DEFENSES

Armor Class Shield



Hardness Max HP BT HP

Armor Proficiencies

Unarmored Light Medium Heavy

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
T	T	T	T
E	E	E	E
M	M	M	M
L	L	L	L

10 + 0 + 3 + 4

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

Fortitude

+7

2 + 5 + 0

Con Prof Item

Defenses Notes

Reflex

+3

0 + 3 + 0

Dex Prof Item

Will

+6

1 + 5 + 0

Wis Prof Item

HIT POINTS

Maximum

20

Current HP

20

Temporary HP

0

Dying

Wounded 0/3

Resistances and Immunities

Conditions

SKILLS

Acrobatics +3  
Dex Prof Item Armor 0 + 3 + 0 -2Arcana +6  
Int Prof Item 3 + 3 + 0Athletics +7  
Str Prof Item Armor 4 + 3 + 0 -2Crafting +6  
Int Prof Item 3 + 3 + 0Deception -1  
Cha Prof Item -1 + 0 + 0Diplomacy -1  
Cha Prof Item -1 + 0 + 0Intimidation -1  
Cha Prof Item -1 + 0 + 0Blacksmithing Lore +6  
Int Prof Item 3 + 3 + 0Lore  
Int Prof Item + +Medicine +4  
Wis Prof Item 1 + 3 + 0Nature +4  
Wis Prof Item 1 + 3 + 0Occultism +3  
Int Prof Item 3 + 0 + 0Performance -1  
Cha Prof Item -1 + 0 + 0Religion +1  
Wis Prof Item 1 + 0 + 0Society +3  
Int Prof Item 3 + 0 + 0Stealth +0  
Dex Prof Item Armor 0 + 0 + 0 -2Survival +4  
Wis Prof Item 1 + 3 + 0Thievery +0  
Dex Prof Item Armor 0 + 0 + 0 -2

Skill Notes

LANGUAGES

nagaji, pyrie, wyrwood,  
common, jotun

PERCEPTION

+4  
Wis Prof Item 1 + 3 + 0Senses and Notes  
Darkvision

SPEED

25 feet

Special Movement

STRIKES

Melee Strikes

Weapon

Guisarme

4 + 3 + 0  
Str Prof Item

Damage

1d10 + 4

OB  
P  
S

Traits and Notes Reach, Trip

Weapon

Horns

4 + 3 + 0  
Str Prof Item

Damage

1d8 + 4

OB  
P  
S

Traits and Notes Unarmed

Weapon

Maul

4 + 3 + 0  
Str Prof Item

Damage

1d12 + 4

OB  
P  
S

Traits and Notes Shove

Ranged Strikes

Weapon

+ +  
Dex Prof Item

Damage

OB  
P  
S

Traits and Notes

Weapon

+ +  
Dex Prof Item

Damage

OB  
P  
S

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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

## ANCESTRY AND GENERAL FEATS — CLASS ABILITIES

## INVENTORY

Level 1	Ancestry and Heritage Abilities		Class Feats and Features
	Horns (Minotaur)		Arcane Cascade, Arcane Spellcasting (Magus), Conflux Spells, Hybrid Study (Inexorable Iron), Spellstrike
	Ancestry Feat Pantheon Magic		
	Background Skill Feat Specialty Crafting (Blacksmithing)		Bonus Feats: Proper Flanking
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 Guisarme Maul		Bulk 2 2
Consumables Elixir of Life (Minor) Rations Void Shard (brown) Void Shard (white)		Bulk 0.1 0.1 0.1 0.1
Worn Items Caltrops Lattice Armor Torch	Invested	Bulk 0.1 2 0.1

BULK

Bulk

6

Light Items

10 light Bulk items = 1 Bulk

Encumbered Bulk

5 + Str

Maximum Bulk

10 + Str

Maximum Invested

10

WEALTH

CP

9

SP

2

GP

3

PP

0

Gems and Artwork	Price	Bulk
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CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
Appearance						

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes	Allies
	Enemies
	Organizations

ACTIONS AND ACTIVITIES

➤ Arcane Cascade Concentrate, Magus, Stance	SoM
➤➤ Raise Slabs Divine, Earth	PHOTW 1/day
➤➤ Spellstrike	SoM

FREE ACTIONS AND REACTIONS


MAGICAL TRADITION

Arcane

Primal

X

Occult

Divine

X

Prepared Caster

O

Spontaneous Caster

SPELL STATISTICS

Spell Attack

7

4

3

Key Prof

Spell DC

17

10

4

3

Base Key Prof

CANTRIPS

Cantrips per Day

5

Cantrip Rank

1

1/2 your level rounded up

Name	Actions	Prep
Acid Splash	↗↘	
Gouging Claw	↗↘	
Ignition	↗↘	
Message	↗	
Phase Bolt	↗↘	
Shield	↗	
Slashing Gust	↗↘	
Telekinetic Hand	↗↘	

FOCUS SPELLS

Focus Points

X

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
Thunderous Strike	↗

INNATE SPELLS

Name	Actions	Freq
Needle Darts	↗↘	

SPELL SLOTS

Spells per Day

1

Spell Rank

1

2

3

4

5

6

7

8

9

10

Spells Remaining

SPELLS

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
Befuddle	↗↘	1					
Briny Bolt	↗↘	1					
Scorching Blast	↗	1					
Shocking Grasp	↗↘	1	0				

RITUALS

Name	Rank	Cost	Name	Rank	Cost
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