

PATHFINDER

CHARACTER SHEET

ANCESTRY

Heritage and Traits	Size

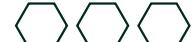
CHARACTER NAME

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LEVEL

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.

BACKGROUND

Background Notes		

CLASS

Class Notes		

ATTRIBUTES

<input type="checkbox"/> Strength	<input type="checkbox"/> Dexterity	<input type="checkbox"/> Constitution	<input type="checkbox"/> Intelligence	<input type="checkbox"/> Wisdom	<input type="checkbox"/> Charisma
○Partial Boost	○Partial Boost	○Partial Boost	○Partial Boost	○Partial Boost	○Partial Boost

DEFENSES

Armor Class Shield



Hardness	Max HP	BT	HP
	/		

Armor Proficiencies
Unarmored Light Medium Heavy

T	E	T	T	T
E	M	E	M	E
M	L	M	L	L
L		L		L

10 + + + +

Base Dex* Prof Item

* Use armor's Dex cap if lower

Fortitude

Con Prof Item

Reflex

Dex Prof Item

Will

Wis Prof Item

HIT POINTS

Maximum



Current HP

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Temporary HP

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Dying

○	○	○
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Wounded

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Resistances and Immunities

Conditions

SKILLS

Acrobatics	+ + -	Skill Notes
	Dex Prof Item Armor	

Arcana	+ +	Skill Notes
	Int Prof Item	

Athletics	+ + -	Skill Notes
	Str Prof Item Armor	

Crafting	+ +	Skill Notes
	Int Prof Item	

Deception	+ +	Skill Notes
	Cha Prof Item	

Diplomacy	+ +	Skill Notes
	Cha Prof Item	

Intimidation	+ +	Skill Notes
	Cha Prof Item	

Lore	+ +	Skill Notes
	Int Prof Item	

Lore	+ +	Skill Notes
	Int Prof Item	

Medicine	+ +	Skill Notes
	Wis Prof Item	

Nature	+ +	Skill Notes
	Wis Prof Item	

Occultism	+ +	Skill Notes
	Int Prof Item	

Performance	+ +	Skill Notes
	Cha Prof Item	

Religion	+ +	Skill Notes
	Wis Prof Item	

Society	+ +	Skill Notes
	Int Prof Item	

Stealth	+ + -	Skill Notes
	Dex Prof Item Armor	

Survival	+ +	Skill Notes
	Wis Prof Item	

Thievery	+ + -	Skill Notes
	Dex Prof Item Armor	

LANGUAGES

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PERCEPTION

<input type="checkbox"/>	Wis Prof Item
	Senses and Notes

SPEED

	feet
	Special Movement

STRIKES

Melee Strikes

Weapon		Damage
	+ +	OB OS
	Str Prof Item	

Traits and Notes	
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Weapon		Damage
	+ +	OB OS
	Str Prof Item	

Traits and Notes	
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Weapon		Damage
	+ +	OB OS
	Str Prof Item	

Traits and Notes	
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Weapon		Damage
	+ +	OB OS
	Dex Prof Item	

Traits and Notes	
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Weapon Proficiencies	Unarmed Simple Martial Advanced Other	Critical Specializations
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

CLASS DC	<input type="checkbox"/>	
	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

ANCESTRY AND GENERAL FEATS — CLASS ABILITIES**INVENTORY**

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

Consumables	Bulk
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Worn Items	Invested	Bulk
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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

CHARACTER SKETCH**ORIGIN AND APPEARANCE**

Ethnicity | Nationality | Birthplace | Age | Gender & Pronouns | Height | Weight

Appearance

PERSONALITY

Attitude | Deity or Philosophy

Edicts | Anathema

Likes

Dislikes

Catchphrases

CAMPAIN NOTES

Notes

Allies

Enemies

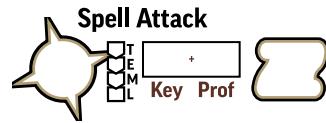
Organizations

ACTIONS AND ACTIVITIES**FREE ACTIONS AND REACTIONS**

MAGICAL TRADITION

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

Prepared Caster
 Spontaneous Caster

SPELL STATISTICS

Spell Attack

Spell DC

Key Prof

10 +

Base Key Prof

CANTRIPS

Cantrips per Day



Cantrip Rank

1/2 your level rounded up

Name	Actions	Prep

SPELL SLOTS

Spells per Day



Spell Rank

1

2

3

4

5

6

7

8

9

10

Spells Remaining

**SPELLS**

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep

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

RITUALS

Name	Rank	Cost	Name	Rank	Cost