

# PATHFINDER

## CHARACTER SHEET

### ANCESTRY

|                     |      |
|---------------------|------|
|                     |      |
| Heritage and Traits | Size |

### CHARACTER NAME

|  |  |  |
|--|--|--|
|  |  |  |
|--|--|--|

Player Name

### BACKGROUND

|                  |  |  |
|------------------|--|--|
|                  |  |  |
| Background Notes |  |  |

### 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.

### CLASS

|             |  |  |
|-------------|--|--|
|             |  |  |
| Class Notes |  |  |

### ATTRIBUTES

|                                   |                                    |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> Strength | <input type="checkbox"/> Dexterity |
| ○Partial Boost                    |                                    |

|                                       |                                       |
|---------------------------------------|---------------------------------------|
| <input type="checkbox"/> Constitution | <input type="checkbox"/> Intelligence |
| ○Partial Boost                        |                                       |

|                                 |                                   |
|---------------------------------|-----------------------------------|
| <input type="checkbox"/> Wisdom | <input type="checkbox"/> Charisma |
| ○Partial Boost                  |                                   |

### DEFENSES

#### Armor Class 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 |

10 + + + +

Base Dex\* Prof Item

\* Use armor's Dex cap if lower

#### Fortitude

|                          |                          |                          |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      | Con Prof Item            |                          |

#### Reflex

|                          |                          |                          |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      | Dex Prof Item            |                          |

#### Will

|                          |                          |                          |
|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      | Wis Prof Item            |                          |

### HIT POINTS

Maximum



Current HP

Temporary HP



Defenses Notes

Resistances and Immunities

Conditions

### SKILLS

Skill Notes

|                                     |  |                                |
|-------------------------------------|--|--------------------------------|
| <input type="checkbox"/> Acrobatics | <input type="checkbox"/> Dex Prof Item | <input type="checkbox"/> Armor |
| + + -                               |  |                                |

|                                 |  |
|---------------------------------|--|
| <input type="checkbox"/> Arcana | <input type="checkbox"/> Int Prof Item |
| + +                             |  |

|                                    |  |                                |
|------------------------------------|--|--------------------------------|
| <input type="checkbox"/> Athletics | <input type="checkbox"/> Str Prof Item | <input type="checkbox"/> Armor |
| + + -                              |  |                                |

|                                   |  |
|-----------------------------------|--|
| <input type="checkbox"/> Crafting | <input type="checkbox"/> Int Prof Item |
| + +                               |  |

|                                    |  |
|------------------------------------|--|
| <input type="checkbox"/> Deception | <input type="checkbox"/> Cha Prof Item |
| + +                                |  |

|                                    |  |
|------------------------------------|--|
| <input type="checkbox"/> Diplomacy | <input type="checkbox"/> Cha Prof Item |
| + +                                |  |

|                                       |  |
|---------------------------------------|--|
| <input type="checkbox"/> Intimidation | <input type="checkbox"/> Cha Prof Item |
| + +                                   |  |

|                               |  |
|-------------------------------|--|
| <input type="checkbox"/> Lore | <input type="checkbox"/> Int Prof Item |
| + +                           |  |

|                               |  |
|-------------------------------|--|
| <input type="checkbox"/> Lore | <input type="checkbox"/> Int Prof Item |
| + +                           |  |

|                                   |  |
|-----------------------------------|--|
| <input type="checkbox"/> Medicine | <input type="checkbox"/> Wis Prof Item |
| + +                               |  |

|                                 |  |
|---------------------------------|--|
| <input type="checkbox"/> Nature | <input type="checkbox"/> Wis Prof Item |
| + +                             |  |

|                                    |  |
|------------------------------------|--|
| <input type="checkbox"/> Occultism | <input type="checkbox"/> Int Prof Item |
| + +                                |  |

|                                      |  |
|--------------------------------------|--|
| <input type="checkbox"/> Performance | <input type="checkbox"/> Cha Prof Item |
| + +                                  |  |

|                                   |  |
|-----------------------------------|--|
| <input type="checkbox"/> Religion | <input type="checkbox"/> Wis Prof Item |
| + +                               |  |

|                                  |  |
|----------------------------------|--|
| <input type="checkbox"/> Society | <input type="checkbox"/> Int Prof Item |
| + +                              |  |

|                                  |  |                                |
|----------------------------------|--|--------------------------------|
| <input type="checkbox"/> Stealth | <input type="checkbox"/> Dex Prof Item | <input type="checkbox"/> Armor |
| + + -                            |  |                                |

|                                   |  |
|-----------------------------------|--|
| <input type="checkbox"/> Survival | <input type="checkbox"/> Wis Prof Item |
| + +                               |  |

|                                   |  |                                |
|-----------------------------------|--|--------------------------------|
| <input type="checkbox"/> Thievery | <input type="checkbox"/> Dex Prof Item | <input type="checkbox"/> Armor |
| + + -                             |  |                                |

### LANGUAGES

|  |  |  |
|--|--|--|
|  |  |  |
|--|--|--|

### PERCEPTION

|  |  |
|--|--|
| <input type="checkbox"/> Wis Prof Item |  |
| + +                                    |  |

### SPEED



feet

Senses and Notes

|  |  |  |
|--|--|--|
|  |  |  |
|--|--|--|

### STRIKES

#### Melee Strikes

##### Weapon



|                          |                          |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      |                          |

Damage

OB  
OP  
OS

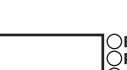
Traits and Notes

##### Weapon



|                          |                          |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      |                          |

Damage

OB  
OP  
OS

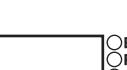
Traits and Notes

##### Weapon



|                          |                          |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      |                          |

Damage

OB  
OP  
OS

Traits and Notes

#### Ranged Strikes

##### Weapon



|                          |                          |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      |                          |

Damage

OB  
OP  
OS

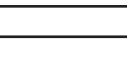
Traits and Notes

##### Weapon



|                          |                          |
|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> |
| + +                      |                          |

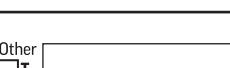
Damage

OB  
OP  
OS

Traits and Notes

##### Weapon Proficiencies

Unarmed Simple Martial Advanced Other



Critical Specializations

### CLASS DC

|      |     |           |
|------|-----|-----------|
|      |     |           |
| 10   | +   | +         |
| Base | Key | Prof Item |

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**

| <b>Level</b> | Ancestry and Heritage Abilities |        | Class Feats and Features |  |
|--------------|---------------------------------|--------|--------------------------|--|
| 1            | 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               |  |

**BULK**

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk  $5 + \text{Str}$ Maximum Bulk  $10 + \text{Str}$ 

Maximum Invested 10

**WEALTH**

| 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**

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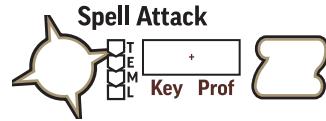
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**MAGICAL TRADITION**

Arcane            Occult  
 Primal            Divine

Prepared Caster  
 Spontaneous Caster

**SPELL STATISTICS****Spell Attack**

|   |                          |   |                          |
|---|--------------------------|---|--------------------------|
| T | <input type="checkbox"/> | + | <input type="checkbox"/> |
| E | <input type="checkbox"/> | + | <input type="checkbox"/> |
| M | <input type="checkbox"/> | + | <input type="checkbox"/> |
| L | <input type="checkbox"/> | + | <input type="checkbox"/> |

Key Prof

**Spell DC**

|   |                          |   |                          |
|---|--------------------------|---|--------------------------|
| T | <input type="checkbox"/> | + | <input type="checkbox"/> |
| E | <input type="checkbox"/> | + | <input type="checkbox"/> |
| M | <input type="checkbox"/> | + | <input type="checkbox"/> |
| L | <input type="checkbox"/> | + | <input type="checkbox"/> |

Base Key Prof

**CANTRIPS**

Cantrips per Day



Cantrip Rank

1/2 your level rounded up

| Name | Actions | 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 |
|------|---------|------|
|      |         |      |

**SPELL SLOTS**

Spells per Day

|                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|

Spell Rank

|   |   |   |   |   |   |   |   |   |    |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|

Spells Remaining

|                          |                          |                          |                          |                          |                          |                          |                          |                          |                          |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|

**SPells**

| Name | Actions | Rank | Prep | Name | Actions | Rank | Prep |
|------|---------|------|------|------|---------|------|------|
|      |         |      |      |      |         |      |      |
|      |         |      |      |      |         |      |      |

**RITUALS**

| Name | Rank | Cost | Name | Rank | Cost |
|------|------|------|------|------|------|
|      |      |      |      |      |      |