

PATHFINDER

CHARACTER SHEET

ANCESTRY

Heritage and Traits	Size

CHARACTER NAME

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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	Dex Prof Item

Reflex

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

Will

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

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

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PERCEPTION

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wis Prof Item		

SPEED

	feet
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Senses and Notes

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STRIKES

Melee Strikes

Weapon

	<input type="checkbox"/> + +	<input type="checkbox"/> Damage
	Str Prof Item	<input type="checkbox"/> OS

Traits and Notes

Damage

	<input type="checkbox"/> + +	<input type="checkbox"/> Damage
	Str Prof Item	<input type="checkbox"/> OS

Traits and Notes

Weapon

	<input type="checkbox"/> + +	<input type="checkbox"/> Damage
	Str Prof Item	<input type="checkbox"/> OS

Traits and Notes

Damage

	<input type="checkbox"/> + +	<input type="checkbox"/> Damage
	Str Prof Item	<input type="checkbox"/> OS

Traits and Notes

Ranged Strikes

Weapon

	<input type="checkbox"/> + +	<input type="checkbox"/> Damage
	Dex Prof Item	<input type="checkbox"/> OS

Traits and Notes

Damage

	<input type="checkbox"/> + +	<input type="checkbox"/> Damage
	Dex Prof Item	<input type="checkbox"/> OS

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

Critical Specializations

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CLASS DC

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	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
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Appearance

PERSONALITY

Attitude	Deity or Philosophy
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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**

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"/>	10	<input type="checkbox"/>	+	<input type="checkbox"/>
E	<input type="checkbox"/>		<input type="checkbox"/>	+	<input type="checkbox"/>
M	<input type="checkbox"/>		<input type="checkbox"/>	+	<input type="checkbox"/>
L	<input type="checkbox"/>		<input type="checkbox"/>	+	<input type="checkbox"/>

Base Key Prof

CANTRIPS

Cantrips per Day



Cantrip Rank

1/2 your level rounded up

Name	Actions	Prep

SPELL SLOTS

Spells per Day

<input type="checkbox"/>									
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Spell Rank

1	2	3	4	5	6	7	8	9	10
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Spells Remaining

<input type="checkbox"/>									
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SPells

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep

INNATE SPELLS

Name

Actions

Freq

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

RITUALS

Name

Rank

Cost

Name

Rank

Cost

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