

PATHFINDER

CHARACTER SHEET

ANCESTRY

Heritage and Traits	Size

CHARACTER NAME

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Player Name

BACKGROUND

Background Notes		

LEVEL

XP

CLASS

Class Notes		

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.

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	Fortitude	Reflex	Will	HIT POINTS
Hardness	Max HP	BT	HP	Maximum	Current HP
	/				Temporary HP
Armor Proficiencies					
Unarmored Light Medium Heavy					
<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> M <input type="checkbox"/> M <input type="checkbox"/> M <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> L					
Con Prof Item Dex Prof Item Wis Prof Item					
Defenses Notes					
					Resistances and Immunities
					Conditions

SKILLS

Acrobatics	Arcana	Athletics	Crafting	Deception	Diplomacy	Intimidation	Lore	Medicine	Nature	Occultism	Performance	Religion	Society	Stealth	Survival	Thievery	LANGUAGES	PERCEPTION	SPEED		
<input type="checkbox"/> Dex Prof Item	<input type="checkbox"/> Int Prof Item	<input type="checkbox"/> Str Prof Item	<input type="checkbox"/> Int Prof Item	<input type="checkbox"/> Cha Prof Item	<input type="checkbox"/> Cha Prof Item	<input type="checkbox"/> Cha Prof Item	<input type="checkbox"/> Int Prof Item	<input type="checkbox"/> Wis Prof Item	<input type="checkbox"/> Wis Prof Item	<input type="checkbox"/> Cha Prof Item	<input type="checkbox"/> Wis Prof Item	<input type="checkbox"/> Wis Prof Item	<input type="checkbox"/> Int Prof Item	<input type="checkbox"/> Dex Prof Item	<input type="checkbox"/> Dex Prof Item	<input type="checkbox"/> Dex Prof Item	Skill Notes	Senses and Notes	feet		
+ + -	+ +	+ + -	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +					
																Melee Strikes					
																Weapon	Damage				
																	<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +
																Traits and Notes					
																Weapon	Damage				
																	<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +
																Traits and Notes					
																Weapon	Damage				
																	<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +
																Traits and Notes					
																Ranged Strikes					
																Weapon	Damage				
																	<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +		<input type="checkbox"/> + <input type="checkbox"/> +
																Traits and Notes					
																Weapon Proficiencies	Critical Specializations				
																<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L
																CLASS DC					
																Proficiency	Action Icons				
																Untrained +0	♦ Single Action				
																Trained 2 + level	♦♦ Two-Action Activity				
																Expert 4 + level	♦♦♦ Three-Action Activity				
																Master 6 + level	◊ Free Action				
																Legendary 8 + level	▷ Reaction				

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

Level	Ancestry and Heritage Abilities	Class Feats and Features
1	Ancestry Feature	
	Background Skill Feature	
2	Skill Feature	Class Feature
3	General Feature	Class Feature
4	Skill Feature	Class Feature
5	Ancestry Feature	Boosts Class Feature
6	Skill Feature	Class Feature
7	General Feature	Class Feature
8	Skill Feature	Class Feature
9	Ancestry Feature	Class Feature
10	Skill Feature	Boosts Class Feature
11	General Feature	Class Feature
12	Skill Feature	Class Feature
13	Ancestry Feature	Class Feature
14	Skill Feature	Class Feature
15	General Feature	Boosts Class Feature
16	Skill Feature	Class Feature
17	Ancestry Feature	Class Feature
18	Skill Feature	Class Feature
19	General Feature	Class Feature
20	Skill Feature	Boosts Class Feature

Worn Items	Invested	Bulk

BULK  Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk $5 + \text{Str}$
Maximum Bulk $10 + \text{Str}$
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
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Appearance

PERSONALITY

Attitude	Deity or Philosophy
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Edicts

Anathema

Likes

Dislikes

Catchphrases

CAMPAIN NOTES

Notes

Allies

Enemies

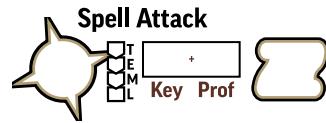
Organizations

ACTIONS AND ACTIVITIES**FREE ACTIONS AND REACTIONS**

MAGICAL TRADITION

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

Prepared Caster
 Spontaneous Caster

SPELL STATISTICS

Spell Attack

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