Pathfinder Character Sheet

Character Name: Bonesaw
Player Name

Level: 1 **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.

Ancestry: Human
Heritage and Traits: Skilled Human
Size:

Background: Hunter
Background Notes:

Class: Fighter
Class Notes:

Attributes

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

Defenses

Armor Class: 18
10 + 2 + 3 + 3
Base Dex* Prof Item
* Use armor's Dex cap if lower

Shield: +2
Hardness: 5 | Max HP: 20 | BT: 10 | HP:

Armor Proficiencies

Unarmored	Light	Medium	Heavy
☒ T ☐ E ☐ M ☐ L	☒ T ☐ E ☐ M ☐ L	☒ T ☐ E ☐ M ☐ L	☒ T ☐ E ☐ M ☐ L

Fortitude	Reflex	Will
7	7	4
☐ T ☐ E ☐ M ☐ L	☐ T ☐ E ☐ M ☐ L	☐ T ☐ E ☐ M ☐ L
2 + 5 + 0	2 + 5 + 0	1 + 3 + 0
Con Prof Item	Dex Prof Item	Wis Prof Item

Defenses Notes:

Hit Points

Maximum: 20 | Current HP: | Temporary HP:
Dying ○○○○
Wounded

Resistances and Immunities:

Conditions:

Skills

Acrobatics	5	☐ T ☐ E ☐ M ☐ L	2 + 3 + 0 − 0 Dex Prof Item Armor
Arcana	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Int Prof Item
Athletics	7	☐ T ☐ E ☐ M ☐ L	4 + 3 + 0 − 0 Str Prof Item Armor
Crafting	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Int Prof Item
Deception	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Cha Prof Item
Diplomacy	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Cha Prof Item
Intimidation	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Cha Prof Item
Tanning Lore	3	☐ T ☐ E ☐ M ☐ L	0 + 3 + 0 Int Prof Item
_____ Lore		☐ T ☐ E ☐ M ☐ L	+ + Int Prof Item
Medicine	4	☐ T ☐ E ☐ M ☐ L	1 + 3 + 0 Wis Prof Item
Nature	4	☐ T ☐ E ☐ M ☐ L	1 + 3 + 0 Wis Prof Item
Occultism	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Int Prof Item
Performance	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Cha Prof Item
Religion	1	☐ T ☐ E ☐ M ☐ L	1 + 0 + 0 Wis Prof Item
Society	0	☐ T ☐ E ☐ M ☐ L	0 + 0 + 0 Int Prof Item
Stealth	5	☐ T ☐ E ☐ M ☐ L	2 + 3 + 0 − 0 Dex Prof Item Armor
Survival	4	☐ T ☐ E ☐ M ☐ L	1 + 3 + 0 Wis Prof Item
Thievery	2	☐ T ☐ E ☐ M ☐ L	2 + 0 + 0 − 0 Dex Prof Item Armor

Skill Notes:

Languages

None selected

Perception

6 ☐ T ☐ E ☐ M ☐ L
1 + 5 + 0 Wis Prof Item

Senses and Notes:

Speed

25 feet

Special Movement:

Strikes

Melee Strikes

Weapon			Damage
Shortsword	9	4 + 5 + 0 Str Prof Item	1d6+4 P ○B ○P ○S
Traits and Notes: Agile, Finesse, Versatile S			
Scimitar	9	4 + 5 + 0 Str Prof Item	1d6+4 S ○B ○P ○S
Traits and Notes: Forceful, Sweep			
Shield Bash	9	4 + 5 + 0 Str Prof Item	1d4+4 B ○B ○P ○S
Traits and Notes:			

Ranged Strikes

Weapon			Damage
		+ + Dex Prof Item	○B ○P ○S
Traits and Notes:			
		+ + Dex Prof Item	○B ○P ○S
Traits and Notes:			

Weapon Proficiencies

Unarmed	Simple	Martial	Advanced	Other
☐ T ☒ E ☐ M ☐ L	☐ T ☒ E ☐ M ☐ L	☐ T ☒ E ☐ M ☐ L	☐ T ☒ E ☐ M ☐ L	☐ T ☐ E ☐ M ☐ 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

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Ancestry and General Feats

Class Abilities

Level	Ancestry and General Feats		Class Abilities
1	Ancestry and Heritage Abilities Skilled Human Ancestry Feat Arcane Tattoos Background Skill Feat Survey Wildlife		Class Feats and Features Double Slice Skilled Heritage (Athletics) Reactive Strike Arcane Tattoo (Electric Arc)
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

Inventory

Held Items	Bulk
Steel Shield	1.0

Consumables	Bulk

Worn Items	Invested	Bulk
Hide		2.0

Bulk

Bulk 4

Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

Wealth

CP	SP	GP	PP
0	1	9	0

Gems and Artwork	Price	Bulk

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Character Sketch

Origin and Appearance

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
			Not set	Not set		

Appearance

Personality

Attitude

Deity or Philosophy
Not set

Edicts

Anathema

Likes

Dislikes

Catchphrases

Campaign Notes

Notes

Allies

Enemies

Organizations

Actions and Activities

Name	Actions	Traits	Page #
Double Slice	2		

Effects

Requirements: You are wielding two melee weapons, each in a different hand. You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current

Name	Actions	Traits	Page #

Effects

Name	Actions	Traits	Page #

Effects

Name	Actions	Traits	Page #

Effects

Free Actions and Reactions

Name		Traits	Page #
Reactive Strike	◇ ↺		

Trigger A creature within your reach uses a manipulate action or a move ac

Effects

You lash out at a foe that leaves an opening. Make a melee Strike against

Name		Traits	Page #
Shield Block	◇ ↺	General	

Trigger While you have your shield raised, you would take physical damage

Effects

You snap your shield in place to ward off a blow. Your shield prevents

Name		Traits	Page #
	◇ ↺		

Trigger

Effects

Name		Traits	Page #
	◇ ↺		

Trigger

Effects

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Magical Tradition

Arcane Occult
Primal Divine

○ Prepared Caster
○ Spontaneous Caster

Spell Statistics

Spell Attack

T E M L

\+ Key Prof

Spell DC

T E M L

10 + + 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
Electric Arc	2	

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

Rituals

Name	Rank	Cost

Name	Rank	Cost

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