

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	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	Reflex	Will
Con	Dex	Wis
Prof	Prof	Prof
Item	Item	Item
Defenses Notes		

HIT POINTS

Maximum	Current HP	Temporary HP
Dying	○○○○	
Wounded		

Resistances and Immunities

Conditions

SKILLS

Skill Notes

Acrobatics		+ + -		
	Dex	Prof	Item	Armor
Arcana		+ +		
	Int	Prof	Item	
Athletics		+ + -		
	Str	Prof	Item	Armor
Crafting		+ +		
	Int	Prof	Item	
Deception		+ +		
	Cha	Prof	Item	
Diplomacy		+ +		
	Cha	Prof	Item	
Intimidation		+ +		
	Cha	Prof	Item	
		+ +		
	Int	Prof	Item	
		+ +		
	Int	Prof	Item	
Medicine		+ +		
	Wis	Prof	Item	
Nature		+ +		
	Wis	Prof	Item	
Occultism		+ +		
	Int	Prof	Item	
Performance		+ +		
	Cha	Prof	Item	
Religion		+ +		
	Wis	Prof	Item	
Society		+ +		
	Int	Prof	Item	
Stealth		+ + -		
	Dex	Prof	Item	Armor
Survival		+ +		
	Wis	Prof	Item	
Thievery		+ + -		
	Dex	Prof	Item	Armor

LANGUAGES

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PERCEPTION

	+ +	feet
Wis	Prof	Item
Senses and Notes		

SPEED

	feet
Special Movement	

STRIKES
Melee Strikes

Weapon		Damage
	+ +	Prof Item
Traits and Notes		

Weapon

	+ +	Damage
Prof Item		OB OP OS
Traits and Notes		

Weapon

	+ +	Damage
Prof Item		OB OP OS
Traits and Notes		

Ranged Strikes

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

Weapon

	+ +	Damage
Prof Item		OB OP OS
Dex		
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
L	L	L	L	L

Critical Specializations

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"/>	+	<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"/>									
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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

RITUALS

Name	Rank	Cost	Name	Rank	Cost