

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																				
					Maximum																				
Hardness	Max HP	BT	HP		Current HP																				
	/				Temporary HP																				
Armor Proficiencies					Dying																				
Unarmored Light Medium Heavy					Wounded																				
<table border="1"> <tr><td>T</td><td>E</td><td>T</td><td>T</td><td>T</td></tr> <tr><td>E</td><td>M</td><td>E</td><td>E</td><td>E</td></tr> <tr><td>M</td><td>L</td><td>M</td><td>L</td><td>L</td></tr> <tr><td>L</td><td></td><td>L</td><td></td><td>L</td></tr> </table>					T	E	T	T	T	E	M	E	E	E	M	L	M	L	L	L		L		L	Resistances and Immunities
T	E	T	T	T																					
E	M	E	E	E																					
M	L	M	L	L																					
L		L		L																					
<table border="1"> <tr><td>Con</td><td>Prof</td><td>Item</td><td>Dex</td><td>Prof</td><td>Item</td></tr> <tr><td>+</td><td>+</td><td></td><td>+</td><td>+</td><td></td></tr> </table>					Con	Prof	Item	Dex	Prof	Item	+	+		+	+		Conditions								
Con	Prof	Item	Dex	Prof	Item																				
+	+		+	+																					
Defenses Notes																									

SKILLS

Acrobatics	Arcana	Athletics	Crafting	Deception	Diplomacy	Intimidation	Medicine	Nature	Occultism	Performance	Religion	Society	Stealth	Survival	Thievery	LANGUAGES	PERCEPTION	SPEED																			
Dex Prof Item	Int Prof Item	Str Prof Item	Int Prof Item	Cha Prof Item	Cha Prof Item	Cha Prof Item	Wis Prof Item	Wis Prof Item	Int Prof Item	Cha Prof Item	Wis Prof Item	Int Prof Item	Dex Prof Item	Wis Prof Item																							
+ + -	+ +	+ + -	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +																						
Skill Notes															Senses and Notes																						
															Special Movement																						
STRIKES																																					
Melee Strikes																																					
Weapon																Damage																					
															+ +		○B ○P ○S																				
															Str Prof Item																						
															Traits and Notes																						
																Damage																					
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																Damage																					
															+ +		○B ○P ○S																				
															Str Prof Item																						
															Traits and Notes																						
Ranged Strikes																																					
Weapon																Damage																					
															+ +		○B ○P ○S																				
															Dex Prof Item																						
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																Damage																					
															+ +		○B ○P ○S																				
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															Traits and Notes																						
Weapon Proficiencies															Critical Specializations																						
Unarmed Simple Martial Advanced Other																																					
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E	E	E	E	E																																	
M	M	M	M	M																																	
L	L	L	L	L																																	
CLASS DC																																					
															10 + + +																						
															Base Key Prof Item																						
REMINDERS																																					
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 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

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"/>