

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

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Temporary HP

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Dying

○	○	○
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Wounded

Resistances and Immunities

Conditions

SKILLS

<input type="checkbox"/> Acrobatics	<input type="checkbox"/> Dex Prof Item	<input type="checkbox"/> Armor	Skill Notes
<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"/> Wis Prof Item	Senses and Notes
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SPEED

	feet
Special Movement	

STRIKES

Melee Strikes

Weapon



Damage

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

Traits and Notes

Weapon



Damage

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

Traits and Notes

Weapon



Damage

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

Traits and Notes

Ranged Strikes

Weapon



Damage

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

Traits and Notes

Weapon



Damage

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

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 and Heritage Abilities		Class Feats and Features	
	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	

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

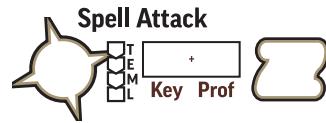
Organizations

ACTIONS AND ACTIVITIES**FREE ACTIONS AND REACTIONS**

MAGICAL TRADITION

Arcane  Occult
 Primal  Divine

Prepared Caster
 Spontaneous Caster

SPELL STATISTICS**Spell Attack**

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

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