

# 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	<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

<b>Armor Class</b>	<b>Shield</b>	<b>Fortitude</b>	<b>Reflex</b>	<b>Will</b>	<b>HIT POINTS</b>																				
Hardness	Max HP	BT	HP	Maximum	Current HP																				
	/				Temporary HP																				
<b>Armor Proficiencies</b>					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>M</td><td>M</td></tr> <tr><td>L</td><td></td><td>L</td><td>L</td><td>L</td></tr> </table>					T	E	T	T	T	E	M	E	E	E	M	L	M	M	M	L		L	L	L	Resistances and Immunities
T	E	T	T	T																					
E	M	E	E	E																					
M	L	M	M	M																					
L		L	L	L																					
<table border="1"> <tr><td>+</td><td>+</td><td>Con</td><td>Prof</td><td>Item</td></tr> <tr><td>+</td><td>+</td><td>Dex</td><td>Prof</td><td>Item</td></tr> <tr><td>+</td><td>+</td><td>Wis</td><td>Prof</td><td>Item</td></tr> </table>					+	+	Con	Prof	Item	+	+	Dex	Prof	Item	+	+	Wis	Prof	Item	Conditions					
+	+	Con	Prof	Item																					
+	+	Dex	Prof	Item																					
+	+	Wis	Prof	Item																					
Defenses Notes																									

### SKILLS

<b>Acrobatics</b>	<b>Arcana</b>	<b>Athletics</b>	<b>Crafting</b>	<b>Deception</b>	<b>Diplomacy</b>	<b>Intimidation</b>	<b>Lore</b>	<b>Lore</b>	<b>Medicine</b>	<b>Nature</b>	<b>Occultism</b>	<b>Performance</b>	<b>Religion</b>	<b>Society</b>	<b>Stealth</b>	<b>Survival</b>	<b>Thievery</b>	<b>LANGUAGES</b>	<b>PERCEPTION</b>	<b>SPEED</b>																		
Dex Prof Item	Int Prof Item	Str Prof Item	Int Prof Item	Cha Prof Item	Cha Prof Item	Cha Prof Item	Int Prof Item	Int Prof Item	Wis Prof Item	Wis Prof Item	Wis Prof Item	Cha Prof Item	Wis Prof Item	Int Prof Item	Int Prof Item	Wis Prof Item	Wis Prof Item	Skill Notes	Senses and Notes	feet																		
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<b>CLASS DC</b>															<b>REMINDERS</b>																							
<table border="1"> <tr><td colspan="3"></td></tr> <tr><td>10</td><td>+</td><td>+</td><td>+</td></tr> <tr><td>Base</td><td>Key</td><td>Prof</td><td>Item</td></tr> </table>																		10	+	+	+	Base	Key	Prof	Item	<p>Proficiency Untrained +0 Trained 2 + level Expert 4 + level Master 6 + level Legendary 8 + level</p> <p>Action Icons ♦ Single Action ♦♦ Two-Action Activity ♦♦♦ Three-Action Activity ◊ Free Action ▷ Reaction</p>												
10	+	+	+																																			
Base	Key	Prof	Item																																			

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

<b>Level</b>	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**

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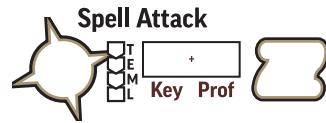
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**MAGICAL TRADITION**

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