

# PATHFINDER

## CHARACTER SHEET

### ANCESTRY

Heritage and Traits	Size

### CHARACTER NAME

--	--	--

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	

### DEFENSES

<b>Armor Class</b>	<b>Shield</b>	<b>Fortitude</b>	<b>Reflex</b>	<b>Will</b>	<b>HIT POINTS</b>																				
					<b>Maximum</b>																				
Hardness	Max HP	BT	HP		<b>Current HP</b>																				
	/				<b>Temporary HP</b>																				
<b>Armor Proficiencies</b>																									
Unarmored Light Medium Heavy																									
<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></td></tr> </table>					T	E	T	T	T	E	M	E	E	E	M	L	M	L	L	L		L			
T	E	T	T	T																					
E	M	E	E	E																					
M	L	M	L	L																					
L		L																							
<b>Defenses Notes</b>																									
<b>10</b>	+ + + +	Con Prof Item	Dex Prof Item	Wis Prof Item	<b>Dying</b>																				
* Use armor's Dex cap if lower					<b>Wounded</b>																				

### SKILLS

<b>Acrobatics</b>	<b>Arcana</b>	<b>Athletics</b>	<b>Crafting</b>	<b>Deception</b>	<b>Diplomacy</b>	<b>Intimidation</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	Wis Prof Item	Wis Prof Item	Int Prof Item	Cha Prof Item	Wis Prof Item	Int Prof Item	Dex Prof Item	Wis Prof Item	Base Dex* Prof Item	Skill Notes	Senses and Notes	Special Movement		
+ + -	+ +	+ + -	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +	+ +					
<b>STRIKES</b>															<b>Melee Strikes</b>					
															<b>Weapon</b>	<b>Damage</b>	<b>Damage</b>			
																+ +	Prof Item	OB OS		
															Traits and Notes					
															<b>Weapon</b>	<b>Damage</b>	<b>Damage</b>			
																+ +	Prof Item	OB OS		
															Traits and Notes					
															<b>Weapon</b>	<b>Damage</b>	<b>Damage</b>			
																+ +	Prof Item	OB OS		
															Traits and Notes					
															<b>Ranged Strikes</b>	<b>Damage</b>				
															<b>Weapon</b>	<b>Damage</b>	<b>Damage</b>			
																+ +	Dex Prof Item	OB OS		
															Traits and Notes					
															<b>Weapon</b>	<b>Damage</b>	<b>Damage</b>			
																+ +	Dex Prof Item	OB OS		
															Traits and Notes					
															<b>Weapon Proficiencies</b>	<b>Critical Specializations</b>				
															Unarmed Simple Martial Advanced Other					
															<b>CLASS DC</b>	<b>REMINDERS</b>				
															<b>Proficiency</b>	<b>Action Icons</b>				
															Untrained +0	♦ Single Action	Trained 2 + level	♦♦ Two-Action Activity		
															Trained 2 + level	♦♦♦ Three-Action Activity	Expert 4 + level	♦ Free Action		
															Expert 4 + level	Master 6 + level	Legendary 8 + level	▷ Reaction		
															Master 6 + level					
															Legendary 8 + level					

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

<b>Level 1</b>	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
<b>2</b>	Skill Feat	Class Feat
<b>3</b>	General Feat	Class Feature
<b>4</b>	Skill Feat	Class Feat
<b>5</b>	Ancestry Feat	Boosts Class Feature
<b>6</b>	Skill Feat	Class Feat
<b>7</b>	General Feat	Class Feature
<b>8</b>	Skill Feat	Class Feat
<b>9</b>	Ancestry Feat	Class Feature
<b>10</b>	Skill Feat	Boosts Class Feat
<b>11</b>	General Feat	Class Feature
<b>12</b>	Skill Feat	Class Feat
<b>13</b>	Ancestry Feat	Class Feature
<b>14</b>	Skill Feat	Class Feat
<b>15</b>	General Feat	Boosts Class Feature
<b>16</b>	Skill Feat	Class Feat
<b>17</b>	Ancestry Feat	Class Feature
<b>18</b>	Skill Feat	Class Feat
<b>19</b>	General Feat	Class Feature
<b>20</b>	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
-----------	-------------	------------	-----	-------------------	--------	--------

Appearance

**PERSONALITY**

Attitude	Deity or Philosophy
----------	---------------------

Edicts

Anathema

Likes

Dislikes

Catchphrases

**CAMPAIN NOTES**

Notes

Allies

Enemies

Organizations

**ACTIONS AND ACTIVITIES****FREE ACTIONS AND REACTIONS**

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

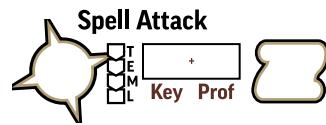
---

---

**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

									
---	---	---	--	---	---	---	---	---	---

**Spell Rank**

1

2

3

4

5

6

7

8

9

10

Spells Remaining

									
---	---	---	--	---	---	---	---	---	---

**SPELLS**

Name	Actions	Rank	Prep

Name	Actions	Rank	Prep