<b>NATHFINDER</b>		CHARACTER NAME		LEVEL XP	HERO POINTS —			
CHARACTER SHEET				< >	Gain 1 at the start of each session and when granted by the GM.			
ANCESTRY —		Player Name  BACKGROUND		Spend 1 to reroll a chec Spend All to avoid deat				
ARCESTRI		BACKGROOND		CLAGS				
Heritage and Traits	Size	Background Notes		Class Notes				
ATTRIBUTES —								
Strength OPartial Boost	<b>Dexterity</b> OPartial Boost	Constitution OPartial Boost	Intelligence OPartial Boost	Wisdom OPartial Boost	Charisma OPartial Boost			
Armor Class Ship	eld	Fortitude Re	flex Will	HIT POINTS Current	HP Temporary HP			
4 26	Hardness Max HP BT HP  Armor Proficiencies			$\bigcirc$	Dying ( ) ( ) ( ) Wounded			
	Unarmored Light Medium Heavy	Con Prof Item Dex Pi	rof Item Wis Prof Item	Resistances and Immunitie	5			
Base Dex* Prof Item  'Use armor's Dex cap if lower		Defenses Notes		Conditions				
SKILLS		Skill Notes	Languages ——	PERCEPTION —	SPEED			
Acrobatics L	Dex Prof Item A			+ ·	feet			
Arcana [	L Int Prof Item			Senses and Notes	Special Movement			
Athletics [	Str Prof Item A	ırmor						
Crafting [	Int Prof Item		STRIKES — Melee Strikes					
Deception [	Cha Prof Item		Weapon		Damage   B   P   S			
Diplomacy	Cha Prof Item		Traits and Notes	Str Prof Item				
Intimidation [	Cha Prof Item		Weapon	Str Prof Item	Damage			
Lore			Traits and Notes	V = V Sti Proi item				
Lore	Int Prof Item		Weapon	· ·	Damage			
	Int Prof Item		Traits and Notes	Str Prof Item				
Medicine	Wis Prof Item		Ranged Strikes					
Nature [	Wis Prof Item		Weapon		Damage   OB   OP   OS			
Occultism	Int Prof Item		Traits and Notes	Dex Prof Item				
Performance (	Cha Prof Item		Weapon	<u> </u>	Damage			
Religion (	Wis Prof Item		Traits and Notes	Dex Prof Item	Ŏs			
Society	Wis Prof Item		Weapon Proficiencies Unarmed Simple Martial Advanced T T T T	d Other	Critical Specializations			
)=	Int Prof Item			Ė M L				
Stealth [	Dex Prof Item A	ırmor	CLASS DC	REMINDERS ——— Proficiency	Action Icons			
Survival	Wis Prof Item			Untrained +0 Trained 2 + level	<ul><li>Single Action</li><li>Two-Action Activity</li></ul>			
Thievery	Dex Prof Item A	ırmor	10 · · ·	Expert 4 + level Master 6 + level	Three-Action Activity Free Action Reaction			

ANG	CESTRY AND GENERAL FEATS —	CLASS ABILITIES —	Inventory —————	
Level 1	Ancestry and Heritage Abilities	Class Feats and Features	Held Items	Bulk
	Ancestry Feat			
	Background Skill Feat			
2	Skill Feat	Class Feat		
3	General Feat	Class Feature	Consumables	Bulk
4	Skill Feat	Class Feat		
5	Ancestry Feat Boosts	Class Feature		
6	Skill Feat	Class Feat		
<b>◆</b>	General Feat	Class Feature		
8	Skill Feat	Class Feat	Worn Items Invested	Bulk
9	Ancestry Feat	Class Feature		
10	Skill Feat Boosts	Class Feat		
•	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	Bulk Light Items 10 light Bulk items =	1 Bulk
16	Skill Feat	Class Feat	Encumbered Bulk 5 + Str  Maximum Bulk 10 + Str	
<b>1</b>	Ancestry Feat	Class Feature	WEALTH SP GP PP	
18	Skill Feat	Class Feat		
19	General Feat	Class Feature	Gems and Artwork Price	Bulk
20	Skill Feat Boosts	Class Feat		

CHARACTER SRETCH	Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight				
	Appearance	1		1	1		1				
	PERSONALITY —										
	Attitude				Deity or Philosophy						
	Edicts Anathema										
	Likes										
	Dislikes										
	Catchphrases										
CAMPAIGN NOTES											
Notes		Allies									
		Enemie	S								
		Organiz	zations								
ACTIONS AND ACTIVITIES ————		FREE	Actions an	D REAC	TIONS ———						

MAGICAL TRADITION -			SPELL SLOTS —								
	Prepared Caste	er	Spells per Day		$\neg$ r	$\sim$		السار	$\neg \neg \cap$	$\neg$ r	~~
Primal Divine	Spontaneous C	aster	Spell Rank 1	$\frac{1}{2}$ $\frac{1}{3}$	~	4	5 6	J	8 5	~	10
SPELL STATISTICS —			Spells Remaining	ا آ	г	<u> </u>	$\ddot{\Box}$	ا شا د	Ť	, Пг	
Spell Attack	Spell DC				L			_		L	
	)   to -	+	Name	Actions	Rank	Prep	Name		Actions	Rank	Pren
Key Prof	Base Ke	y Prof	Ivaille	Actions	IVALIK	Пер	Name		Actions	Nain	ттер
CANTRIPS —											
Cantrips per Day	Cantrip Rank										
Name	your level rounded up	ns Prep									
Name	Action	15 ТТСР									
Focus Spells	Carll Daal										
Focus Points O Foc	cus Spell Rank										
<b>Focus Pool</b> Equals the number of focus spells <b>Refocus</b> Spend 10 minutes to regain 1 Focus P											
Name	4	Actions									
INNATE SPELLS ———											
Name	Actions	Freq									
			RITUALS Name		Rank	Cost	Name			Rank	Cost
			Hame		Nain	COST	Name			INGIIN	CUST
			1				1				