

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																									
Unarmored Light Medium Heavy																									
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T	E	T	T	T																					
E	M	E	E	E																					
M	L	M	M	M																					
L		L	L	L																					
Defenses Notes																									
10	+ + + +	Con Prof Item	Dex Prof Item	Wis Prof Item																					
* Use armor's Dex cap if lower																									

SKILLS

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

Spell DC

T	E	+
M	E	+
L	M	Base Key Prof

T	E	+
M	E	+
L	M	Base Key Prof

CANTRIPS

Cantrips per Day



Cantrip Rank

1/2 your level rounded up

Name	Actions	Prep

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

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