

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

| | | | |
|------------------------------|--------|----|----|
| 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 | Reflex | Will |
| | | |
| + + | + + | + + |
| Con Prof Item | Dex Prof Item | Wis Prof Item |

Defenses Notes

HIT POINTS

| | | |
|---------|------------|--------------|
| Maximum | Current HP | Temporary HP |
| | | |
| Dying | | |
| Wounded | | |

Resistances and Immunities

Conditions

SKILLS

| | | | | |
|--------------|--|-------|---------------------|-------------|
| Acrobatics | | + + - | Dex Prof Item Armor | Skill Notes |
| Arcana | | + + | Int Prof Item | |
| Athletics | | + + - | Str Prof Item Armor | |
| Crafting | | + + | Int Prof Item | |
| Deception | | + + | Cha Prof Item | |
| Diplomacy | | + + | Cha Prof Item | |
| Intimidation | | + + | Cha Prof Item | |
| Lore | | + + | Int Prof Item | |
| Lore | | + + | Int Prof Item | |
| Medicine | | + + | Wis Prof Item | |
| Nature | | + + | Wis Prof Item | |
| Occultism | | + + | Int Prof Item | |
| Performance | | + + | Cha Prof Item | |
| Religion | | + + | Wis Prof Item | |
| Society | | + + | Int Prof Item | |
| Stealth | | + + - | Dex Prof Item Armor | |
| Survival | | + + | Wis Prof Item | |
| Thievery | | + + - | Dex Prof Item Armor | |

LANGUAGES

| | | |
|--|--|--|
| | | |
|--|--|--|

PERCEPTION

| | | |
|---------------|------------------|------------------|
| | + + | feet |
| Wis Prof Item | Senses and Notes | Special Movement |

STRIKES

Melee Strikes

| | | | |
|--------|---------------|-----|----------|
| Weapon | | + + | Damage |
| | Str Prof Item | | OB OP OS |

Traits and Notes

| | | | |
|--------|---------------|-----|----------|
| Weapon | | + + | Damage |
| | Str Prof Item | | OB OP OS |

Traits and Notes

| | | | |
|--------|---------------|-----|----------|
| Weapon | | + + | Damage |
| | Str Prof Item | | OB OP OS |

Traits and Notes

| | | | |
|--------|---------------|-----|----------|
| Weapon | | + + | Damage |
| | Dex Prof Item | | OB OP OS |

Traits and Notes

| | | | |
|--------|---------------|-----|----------|
| Weapon | | + + | Damage |
| | Dex Prof Item | | OB OP OS |

Traits and Notes

| | | | |
|----------------------|---------------------------------------|---|--------------------------|
| Weapon Proficiencies | Unarmed Simple Martial Advanced Other | | Critical Specializations |
| T | T | T | |
| E | E | E | |
| M | M | M | |
| L | L | L | |

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 |
|-----------|-------------|------------|-----|-------------------|--------|--------|

Appearance

PERSONALITY

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

Edicts

Anathema

Likes

Dislikes

Catchphrases

CAMPAIN NOTES

Notes

Allies

Enemies

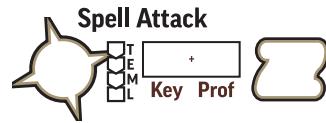
Organizations

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

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|

Spell Rank

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|

Spells Remaining

| | | | | | | | | | |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <input type="checkbox"/> |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|

SPells

| Name | Actions | Rank | Prep | Name | Actions | Rank | Prep |
|------|---------|------|------|------|---------|------|------|
| | | | | | | | |
| | | | | | | | |

RITUALS

| Name | Rank | Cost | Name | Rank | Cost |
|------|------|------|------|------|------|
| | | | | | |