

PATHFINDER

CHARACTER SHEET

ANCESTRY

Heritage and Traits	Size

CHARACTER NAME

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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.

BACKGROUND

Background Notes		

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

Armor Class	Shield	Hardness	Max HP	BT	HP
		<input type="checkbox"/>	<input type="checkbox"/> /	<input type="checkbox"/>	<input type="checkbox"/>
Armor Proficiencies					
Unarmored Light Medium Heavy					
<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T
<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E
<input type="checkbox"/> M	<input type="checkbox"/> M	<input type="checkbox"/> M	<input type="checkbox"/> M	<input type="checkbox"/> M	<input type="checkbox"/> M
<input type="checkbox"/> L	<input type="checkbox"/> L	<input type="checkbox"/> L	<input type="checkbox"/> L	<input type="checkbox"/> L	<input type="checkbox"/> L
Fortitude					
Reflex					
Will					
Con	Dex	Wis	Prof	Item	Prof
<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +
Defenses Notes					
HIT POINTS			Maximum	Current HP	Temporary HP
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resistances and Immunities			Dying <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wounded <input type="checkbox"/>		
Conditions					

SKILLS

Acrobatics	Arcana	Athletics	Crafting	Deception	Diplomacy	Intimidation	Lore	Lore	Medicine	Nature	Occultism	Performance	Religion	Society	Stealth	Survival	Thievery	Skills Notes
																		<input type="checkbox"/> Dex Prof Item Armor
<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	<input type="checkbox"/> +	Skill Notes
LANGUAGES						PERCEPTION						SPEED						
Melee Strikes						Ranged Strikes						Special Movement						
Weapon						Weapon						Weapon						
Damage						Damage						Damage						
<input type="checkbox"/> +						<input type="checkbox"/> +						<input type="checkbox"/> +						
Str Prof Item						Str Prof Item						Str Prof Item						
Traits and Notes						Traits and Notes						Traits and Notes						
Weapon						Weapon						Weapon						
Damage						Damage						Damage						
<input type="checkbox"/> +						<input type="checkbox"/> +						<input type="checkbox"/> +						
Str Prof Item						Str Prof Item						Str Prof Item						
Traits and Notes						Traits and Notes						Traits and Notes						
Weapon						Weapon						Weapon						
Damage						Damage						Damage						
<input type="checkbox"/> +						<input type="checkbox"/> +						<input type="checkbox"/> +						
Dex Prof Item						Dex Prof Item						Dex Prof Item						
Traits and Notes						Traits and Notes						Traits and Notes						
Weapon Proficiencies						Critical Specializations												
Unarmed Simple Martial Advanced Other																		
<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> T	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> E	<input type="checkbox"/> M						
CLASS DC						REMINDERS												
						Action Icons												
Base Key Prof Item						Proficiency												
10 + + +						Untrained +0												
						Trained 2 + level												
						Expert 4 + level												
						Master 6 + level												
						Legendary 8 + level												

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

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	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

Consumables	Bulk
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Worn Items	Invested	Bulk
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BULK		Light Items 10 light Bulk items = 1 Bulk
		Encumbered Bulk 5 + Str
		Maximum Bulk 10 + 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

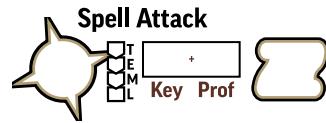
Organizations

ACTIONS AND ACTIVITIES**FREE ACTIONS AND REACTIONS**

MAGICAL TRADITION

Arcane  **Occult**
Primal  **Divine**

Prepared Caster
 Spontaneous Caster

SPELL STATISTICS**Spell Attack****Spell DC**

Key Prof

10 +

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