

# PATHFINDER

## CHARACTER SHEET

CHARACTER NAME

Argono

LEVEL

2

XP

100

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.

ANCESTRY

/ Human

BACKGROUND

/ Back-Alley ...

CLASS

/ Cleric

Heritage and Traits

Size

med

Background Notes

Class Notes

/ Warpriest

ATTRIBUTES

**+2** Strength  
○ Partial Boost**+1** Dexterity  
○ Partial Boost**+1** Constitution  
○ Partial Boost**+1** Intelligence  
○ Partial Boost**+3** Wisdom  
○ Partial Boost**+1** Charisma  
○ Partial Boost

DEFENSES

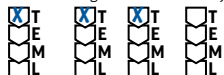
Armor Class Shield

**+2**

Hardness 5 Max HP 20/10 BT 20 HP

Armor Proficiencies

Unarmored Light Medium Heavy



10 + 1 + 4 + 3

Base Dex\* Prof Item

\* Use armor's Dex cap if lower

Fortitude

**+7**

1 + 6 + 0

Con Prof Item

Defenses Notes

Reflex

**+5**

1 + 4 + 0

Dex Prof Item

Will

**+9**

3 + 6 + 0

Wis Prof Item

HIT POINTS

Maximum

**26**

Current HP

26

Temporary HP

0

Dying ○○○○

Wounded 0/3

Resistances and Immunities

Conditions

SKILLS

Acrobatics

**+1**1 + 0 + 0 -2  
Dex Prof Item Armor

Arcana

**+1**1 + 0 + 0  
Int Prof Item

Athletics

**+6**2 + 4 + 0 -2  
Str Prof Item Armor

Crafting

**+1**1 + 0 + 0  
Int Prof Item

Deception

**+1**1 + 0 + 0  
Cha Prof Item

Diplomacy

**+5**1 + 4 + 0  
Cha Prof Item

Intimidation

**+1**1 + 0 + 0  
Cha Prof Item

Underworld Lore

**+5**1 + 4 + 0  
Int Prof Item

Lore

**+5**+ +  
Int Prof Item

Medicine

**+7**3 + 4 + 0  
Wis Prof Item

Nature

**+7**3 + 4 + 0  
Wis Prof Item

Occultism

**+1**1 + 0 + 0  
Int Prof Item

Performance

**+1**1 + 0 + 0  
Cha Prof Item

Religion

**+7**3 + 4 + 0  
Wis Prof Item

Society

**+1**1 + 0 + 0  
Int Prof Item

Stealth

**+5**1 + 4 + 0 -2  
Dex Prof Item Armor

Survival

**+3**3 + 0 + 0  
Wis Prof Item

Thievery

**+1**1 + 0 + 0 -2  
Dex Prof Item Armor

Skill Notes

LANGUAGES

dwarven, elven, common

PERCEPTION

**+7**3 + 4 + 0  
Wis Prof Item

Senses and Notes

SPEED

25

feet

Special Movement

STRIKES

Melee Strikes

Weapon

Rapier

**+6**2 + 4 + 0  
Str Prof Item

Damage

1d6 + 2

Traits and Notes Deadly d8, Disarm, Finesse

Weapon

**+6**2 + 4 + 0  
Str Prof Item

Damage

1d4 + 2

Traits and Notes Agile, Finesse, Nonlethal, Unarmed

Weapon

**+2**2 + 0 + 0  
Str Prof Item

Damage

1d4 + 2

Traits and Notes

Ranged Strikes

Weapon

**+6**+ +  
Dex Prof Item

Damage

Traits and Notes

Weapon

**+6**+ +  
Dex Prof Item

Damage

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other



Critical Specializations

CLASS DC

17

10 + 3 + 4 + 0

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

Level 1	Ancestry and Heritage Abilities / Shield Block  Ancestry Feat  / Natural Ambition / Domain Initiate ( )  Background Skill Feat Risky Surgery	Class Feats and Features  / Divine Font ( ), [ ] / Deity (Cleric) ( ), / Cleric Spellcasting, Doctrine ( [ ] / First Doctrine (Warpriest)), / Doctrine ( / Warpriest)
2	Skill Feat / Improve Tool	Class Feat / Cantrip Expansion
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

Held Items  
Rapier  
4

Bulk  
1  
0.1  
1

Consumables

Bulk

Worn Items  
Hide  
/ Rope  
,

Invested

Bulk  
2  
0.1  
0.1

BULK

Bulk

4

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

WEALTH

CP0SP0GP89PP0

Gems and Artwork

Price

Bulk

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
			19	man		
Appearance						

Attitude	Deity or Philosophy <i>/ Cayden Cailean</i>
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

Notes

Allies	
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Enemies

Organizations
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/ Battle Medicine

PC

General, Healing, Manipulate, Skill

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[illegible]

MAGICAL TRADITION

Arcane

Primal

Occult

Divine

☒ Prepared Caster

☐ Spontaneous Caster

SPELL STATISTICS

Spell Attack

7

3 + 4

Key Prof

Spell DC

17

10 + 3 + 4

Base Key Prof

CANTRIPS

Cantrips per Day

7

Cantrip Rank

1

1/2 your level rounded up

Name	Actions	Prep
/ Divine Lance	↗↘	
/ Haunting Hymn	↗↘	
/ Detect Magic	↗↘	
/ Detect Metal	↗↘	
/ Vitality Lash	↗↘	
/ Light	↗↘	
/ Message	↗	
/ Stabilize	↗↘	
/ Daze	↗↘	
/ Read Aura	1	...
/ Shield	↗	

FOCUS SPELLS

Focus Points

X

Focus Spell Rank

1

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
/ Unim ...	↗

INNATE SPELLS

Name	Actions	Freq

SPELL SLOTS

Spells per Day

2/4

1

2

3

4

5

6

7

8

9

10

Spells Remaining

SPELLS

Name	Actions	Rank	Prep
/ Protection	↗↘	1	0
/ Heal	↗ - ↗↘	1	0
/ Heal	↗ - ↗↘	1	0
/ Heal	↗ - ↗↘	1	0
/ Heal	↗ - ↗↘	1	0

Name	Actions	Rank	Prep

RITUALS

Name	Rank	Cost

Name	Rank	Cost