

# PATHFINDER

## CHARACTER SHEET

**ANCESTRY**
**/ Human**

Heritage and Traits

Size  
... med
**ATTRIBUTES**
**+2** Strength  
○Partial Boost

**+1** Dexterity  
○Partial Boost

**+1** Constitution  
○Partial Boost

**/ Back-Alley ...**

Background Notes

**/ Cleric**

Class Notes

**/ Warpriest**
**DEFENSES**
**Armor Class** Shield


	Hardness	Max HP	BT	HP
	5	20 / 10	20	

Armor Proficiencies

Unarmored	Light	Medium	Heavy
T	E	M	L
M	E	M	L
L	M	L	M

 Base Dex\* Prof Item  
 \*Use armor's Dex cap if lower

**Fortitude**

	+7	
Con	6	0
Dex	4	0

**Reflex**

	+5	
Con	4	0
Dex	6	0

**Will**

	+9	
Con	6	0
Dex	4	0

Defenses Notes

**HIT POINTS**

Maximum

Current HP

Temporary HP



0

Dying 0  
Wounded 0/3
**SKILLS**
**Acrobatics**

<b>+1</b>	1	0	0	-2
	Dex	Prof	Item	Armor

Skill Notes

**Arcana**

<b>+1</b>	1	0	0		
	Int	Prof	Item		

**Athletics**

<b>+6</b>	2	4	0	-2
	Str	Prof	Item	Armor

**Crafting**

<b>+1</b>	1	0	0		
	Int	Prof	Item		

**Deception**

<b>+1</b>	1	0	0		
	Cha	Prof	Item		

**Diplomacy**

<b>+5</b>	1	4	0		
	Cha	Prof	Item		

**Intimidation**

<b>+1</b>	1	0	0		
	Cha	Prof	Item		

**Underworld Lore**

<b>+5</b>	1	4	0		
	Int	Prof	Item		

**Lore**

	+	+		
	Int	Prof	Item	

**Medicine**

<b>+7</b>	3	4	0		
	Wis	Prof	Item		

**Nature**

<b>+7</b>	3	4	0		
	Wis	Prof	Item		

**Occultism**

<b>+1</b>	1	0	0		
	Int	Prof	Item		

**Performance**

<b>+1</b>	1	0	0		
	Cha	Prof	Item		

**Religion**

<b>+7</b>	3	4	0		
	Wis	Prof	Item		

**Society**

<b>+1</b>	1	0	0		
	Int	Prof	Item		

**Stealth**

<b>+5</b>	1	4	0	-2
	Dex	Prof	Item	Armor

**Survival**

<b>+3</b>	3	0	0		
	Wis	Prof	Item		

**Thievery**

<b>+1</b>	1	0	0	-2
	Dex	Prof	Item	Armor

**CHARACTER NAME**
**Argono**

Player Name Argono

**BACKGROUND**
**/ Back-Alley ...**
**LEVEL**
**XP**  
**2**  
**100**
**CLASS**
**/ Cleric**
**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.

**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**

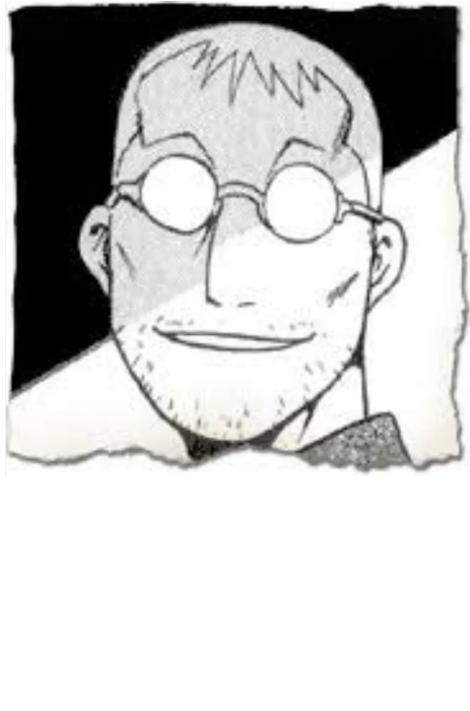
- ❖ Single Action
- ❖ Two-Action Activity
- ❖ Three-Action Activity
- ❖ Free Action
- ▷ Reaction

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

<b>Level 1</b>	Ancestry and Heritage Abilities  / Shield Block	Class Feats and Features  / Divine Font ( ), [ ] / Deity (Cleric) ( ), / Cleric Spellcasting, Doctrine ( [ Warpriest ] ), [ Warpriest ] / Doctrine ( ) / First Doctrine ( ) / First
2	Skill Feat  / Improvise Tool	Class Feat  / Cantrip Expansion
3	General Feat	Class Feature
4	Skill Feat	Class Feature
5	Ancestry Feat	Boosts
6	Skill Feat	Class Feature
7	General Feat	Class Feature
8	Skill Feat	Class Feature
9	Ancestry Feat	Class Feature
10	Skill Feat	Boosts
11	General Feat	Class Feature
12	Skill Feat	Class Feature
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feature
15	General Feat	Boosts
16	Skill Feat	Class Feature
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feature
19	General Feat	Class Feature
20	Skill Feat	Boosts

Worn Items Hide / Rope	Invested	Bulk 2 0.1 0.1
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<b>BULK</b>		Light Items 10 light Bulk items = 1 Bulk
	4	Encumbered Bulk 5 + Str
		Maximum Bulk 10 + Str
		Maximum Invested 10
<b>WEALTH</b>		
CP	SP	GP
0	0	89
		PP
		0
Gems and Artwork	Price	Bulk

**CHARACTER SKETCH****ORIGIN AND APPEARANCE**

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
			19	man		

Appearance

**PERSONALITY**

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

**CAMPAIN NOTES**

Notes

Allies

Enemies

Organizations

**ACTIONS AND ACTIVITIES***/ Battle Medicine*

PC

General, Healing, Manipulate, Skill

**FREE ACTIONS AND REACTIONS***/ Shield Block*

PC

General

*/ Shield Block*

PC

General

**MAGICAL TRADITION**

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

Prepared Caster  
 Spontaneous Caster

**SPELL STATISTICS**

Spell Attack

7  
3 + 4

Spell DC

17  
10 + 3 + 4Key Prof  
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	♦	

**SPELL SLOTS**

Spells per Day

2/4

								
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Spell Rank

1

2

3

4

5

6

7

8

9

10

Spells Remaining

**SPELLS**

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep
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/ Protection

1  
0

/ Heal

1  
0

/ Heal

1  
0

/ Heal

1  
0

/ Heal

1  
0

Name	Actions	Freq	Name	Rank	Cost

**RITUALS**

Name

Rank

Cost

Name

Rank

Cost