

# PATHFINDER

## CHARACTER SHEET

CHARACTER NAME

LEVEL

HERO POINTS

XP

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.

Player Name

BACKGROUND

CLASS

ANCESTRY

Heritage and Traits

Size

Background Notes

Class Notes

ATTRIBUTES

Strength

Partial Boost

Dexterity

Partial Boost

Constitution

Partial Boost

Intelligence

Partial Boost

Wisdom

Partial Boost

Charisma

Partial Boost

DEFENSES

Armor Class Shield



Hardness

Max HP

BT

HP

Armor Proficiencies

Unarmored Light Medium Heavy

10

Base Dex\* Prof Item

Use armor's Dex cap if lower

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Fortitude

Con

Prof

Item

Defenses Notes

Reflex

Dex

Prof

Item

Will

Wis

Prof

Item

HIT POINTS

Maximum

Current HP

Temporary HP

Dying

Wounded

Resistances and Immunities

Conditions

SKILLS

Acrobatics

Dex

Prof

Item

Armor

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

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Int

Prof

Item

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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

Skill Notes

LANGUAGES

PERCEPTION

Wis

Prof

Item

Senses and Notes

SPEED

feet

Special Movement

STRIKES

Melee Strikes

Weapon



Str

Prof

Item

Damage

Traits and Notes

Weapon



Str

Prof

Item

Damage

Traits and Notes

Weapon



Str

Prof

Item

Damage

Traits and Notes

Ranged Strikes

Weapon



Dex

Prof

Item

Damage

Traits and Notes

Weapon



Dex

Prof

Item

Damage

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

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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

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

Held Items		Bulk
Consumables		Bulk
Worn Items	Invested	Bulk

**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

Page Two—Abilities and Inventory

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CHARACTER SKETCH



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
Appearance						

PERSONALITY

Attitude	Deity or Philosophy
Edicts	Anathema
Likes	
Dislikes	
Catchphrases	

CAMPAIGN NOTES

Notes	Allies
	Enemies
	Organizations

ACTIONS AND ACTIVITIES

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

FREE ACTIONS AND REACTIONS

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

## MAGICAL TRADITION

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

- ☐ Prepared Caster
- ☐ Spontaneous Caster

## SPELL STATISTICS

**Spell Attack**

 ☐ T ☐ E ☐ M ☐ L  +  **Key Prof**

**10** + +  
Base Key Prof

## CANTRIPS

### Cantrips per Day

1/2 your level rounded up

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.

## Actions

## INNATE SPELLS

Freq

## SPELL SLOTS

10

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## SPELLS

Prep