

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.

ANCESTRY _____

BACKGROUND _____

CLASS _____

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

T E M L L L L L L

10 + + +
Base Dex* Prof Item
*Use armor's Dex cap if lower

Fortitude

T E M L

+ +

Con Prof Item

Reflex

T E M L

+ +

Dex Prof Item

Will

T E M L

+ +

Wis Prof Item

Defenses Notes

HIT POINTS

Maximum Current HP Temporary HP



Dying

Wounded

Resistances and Immunities

Conditions

SKILLS _____

Acrobatics

T E M L

+ + -
Dex Prof Item Armor

Arcana

T E M L

+ +
Int Prof Item

Athletics

T E M L

+ + -
Str Prof Item Armor

Crafting

T E M L

+ +
Int Prof Item

Deception

T E M L

+ +
Cha Prof Item

Diplomacy

T E M L

+ +
Cha Prof Item

Intimidation

T E M L

+ +
Cha Prof Item

____ Lore

T E M L

+ +
Int Prof Item

____ Lore

T E M L

+ +
Int Prof Item

Medicine

T E M L

+ +
Wis Prof Item

Nature

T E M L

+ +
Wis Prof Item

Occultism

T E M L

+ +
Int Prof Item

Performance

T E M L

+ +
Cha Prof Item

Religion

T E M L

+ +
Wis Prof Item

Society

T E M L

+ +
Int Prof Item

Stealth

T E M L

+ + -
Dex Prof Item Armor

Survival

T E M L

+ +
Wis Prof Item

Thievery

T E M L

+ + -
Dex Prof Item Armor

Skill Notes

LANGUAGES _____

PERCEPTION _____

T E M L
+ +
Wis Prof Item

Senses and Notes

SPEED _____

 feet

Special Movement

STRIKES _____

Melee Strikes

Weapon _____



+ +
Str Prof Item

Damage B P S

Traits and Notes

Weapon _____



+ +
Str Prof Item

Damage B P S

Traits and Notes

Weapon _____



+ +
Str Prof Item

Damage B P S

Traits and Notes

Ranged Strikes

Weapon _____



+ +
Dex Prof Item

Damage B P S

Traits and Notes

Weapon _____



+ +
Dex Prof Item

Damage B P S

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

T E M L L L L L L

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

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
	General Feat	Class Feature
3	Skill Feat	Class Feat
	Ancestry Feat	Boosts Class Feature
4	Skill Feat	Class Feat
	General Feat	Class Feature
5	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
6	Skill Feat	Class Feat
	General Feat	Class Feature
7	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
8	Skill Feat	Class Feat
	General Feat	Class Feature
9	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
10	Skill Feat	Class Feat
	General Feat	Class Feature
11	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
12	Skill Feat	Class Feat
	General Feat	Class Feature
13	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
	General Feat	Boosts Class Feature
15	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
16	Skill Feat	Class Feat
	General Feat	Class Feature
17	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
	General Feat	Class Feature
19	Skill Feat	Class Feat
	General Feat	Class Feature
20	Skill Feat	Class Feat
	General Feat	Class Feature

Held Items	Bulk
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Consumables	Bulk
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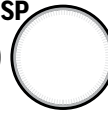


Worn Items	Invested	Bulk
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BULK



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
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CHARACTER SKETCH

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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



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Effects			



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Effects			



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Effects			



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Effects			

FREE ACTIONS AND REACTIONS

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Trigger			
Effects			

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Trigger			
Effects			

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Trigger			
Effects			

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Trigger			
Effects			

