

# 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 T E M L T E M L T E M 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 T E M L T E M L T E M L T E M 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**


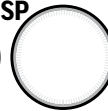


Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
	General Feat	Class Feature
3	Skill Feat	Class Feat
	Ancestry Feat	Boosts Class Feature
4	Skill Feat	Class Feat
	General Feat	Class Feature
5	Skill Feat	Class Feat
	General Feat	Class Feature
6	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
7	Skill Feat	Class Feat
	General Feat	Class Feature
8	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
9	Skill Feat	Boosts Class Feat
	General Feat	Class Feature
10	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
11	Skill Feat	Class Feat
	General Feat	Class Feature
12	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
13	Skill Feat	Class Feat
	General Feat	Boosts Class Feature
14	Skill Feat	Class Feat
	General Feat	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
	General Feat	Class Feature
18	Skill Feat	Class Feat
	General Feat	Class Feature
19	Skill Feat	Class Feat
	General Feat	Class Feature
20	Skill Feat	Boosts Class Feat

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**

**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	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			


**MAGICAL TRADITION**

Arcane  Occult  
 Primal  Divine

Prepared Caster  
 Spontaneous Caster

**SPELL STATISTICS**


**Spell Attack**

  +   
 T E M L Key Prof

**Spell DC**

 **10** +   
 T E M L Base Key Prof

**CANTRIPS**

Cantrips per Day 

Cantrip Rank

1/2 your level rounded up

Name	Actions	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

**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

**RITUALS**

Name	Rank	Cost

Name	Rank	Cost