

# 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

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

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

\_\_\_\_ Lore

+

+

Int Prof Item

\_\_\_\_ Lore

+

+

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

Senses and Notes

SPEED

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

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    | <div><div></div><div></div></div> | Traits | Page # |
| Trigger |                                   |        |        |
| Effects |                                   |        |        |

|         |                                   |        |        |
|---------|-----------------------------------|--------|--------|
| Name    | <div><div></div><div></div></div> | Traits | Page # |
| Trigger |                                   |        |        |
| Effects |                                   |        |        |

|         |                                   |        |        |
|---------|-----------------------------------|--------|--------|
| Name    | <div><div></div><div></div></div> | Traits | Page # |
| Trigger |                                   |        |        |
| Effects |                                   |        |        |

|         |                                   |        |        |
|---------|-----------------------------------|--------|--------|
| Name    | <div><div></div><div></div></div> | Traits | Page # |
| Trigger |                                   |        |        |
| Effects |                                   |        |        |

## MAGICAL TRADITION

Arcane Occult  
Primal Divine

- ☐ Prepared Caster
- ☐ Spontaneous Caster

## SPELL STATISTICS

**Spell Attack**

 **TEML** + **Key Prof**

10 + +  
Base Key Prof

## CANTRIPS

### Cantrips per Day

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

Spells Remaining

## SPELLS

Name