

# 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

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

Fortitude

Con Prof Item

Defenses Notes

Reflex

Dex Prof Item

Will

Wis Prof Item

HIT POINTS

Maximum

Current HP

Temporary HP

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

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

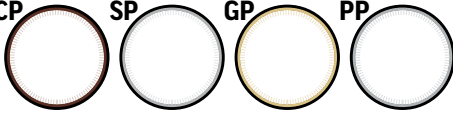
WEALTH

CP

SP

GP

PP



|                  |       |      |
|------------------|-------|------|
| Gems and Artwork | Price | Bulk |
|                  |       |      |

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**

 ☐ 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

Spells per Day

## Spell Rank

Spells Remaining

## SPELLS

Name