Pathfinder Character Sheet

Character Name: Malkus

Player Name

Level: 1 **XP:** 0

Hero Points: **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: Human

Heritage and Traits | Size

Background: Secular Medic

Background Notes

Class: Animist

Class Notes

Attributes

+3	Strength	○ Partial Boost
+1	Dexterity	○ Partial Boost
+0	Constitution	○ Partial Boost
+1	Intelligence	○ Partial Boost
+4	Wisdom	○ Partial Boost
+0	Charisma	○ Partial Boost

Defenses

Armor Class 10 + + + 0 (Base Dex* Prof Item)
* Use armor's Dex cap if lower

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

Fortitude	Reflex	Will
○ T ○ E ○ M ○ L	○ T ○ E ○ M ○ L	○ T ○ E ○ M ○ L
+ +	+ +	+ +
Con Prof Item	Dex Prof Item	Wis Prof Item

Defenses Notes

Hit Points

Maximum: 16 | Current HP: 16 | Temporary HP: 0

Dying ○○○○ | Wounded

Resistances and Immunities

Conditions

Skills

Acrobatics	○ T ○ E ○ M ○ L	+ + 0 - 0 (Dex Prof Item Armor)
Arcana	○ T ○ E ○ M ○ L	+ + 0 (Int Prof Item)
Athletics	○ T ○ E ○ M ○ L	+ + 0 - 0 (Str Prof Item Armor)
Crafting	○ T ○ E ○ M ○ L	+ + 0 (Int Prof Item)
Deception	○ T ○ E ○ M ○ L	+ + 0 (Cha Prof Item)
Diplomacy	○ T ○ E ○ M ○ L	+ + 0 (Cha Prof Item)
Intimidation	○ T ○ E ○ M ○ L	+ + 0 (Cha Prof Item)
_____ Lore	○ T ○ E ○ M ○ L	+ + 0 (Int Prof Item)
_____ Lore	○ T ○ E ○ M ○ L	+ + 0 (Int Prof Item)
Medicine	○ T ○ E ○ M ○ L	+ + 0 (Wis Prof Item)
Nature	○ T ○ E ○ M ○ L	+ + 0 (Wis Prof Item)
Occultism	○ T ○ E ○ M ○ L	+ + 0 (Int Prof Item)
Performance	○ T ○ E ○ M ○ L	+ + 0 (Cha Prof Item)
Religion	○ T ○ E ○ M ○ L	+ + 0 (Wis Prof Item)
Society	○ T ○ E ○ M ○ L	+ + 0 (Int Prof Item)
Stealth	○ T ○ E ○ M ○ L	+ + 0 - 0 (Dex Prof Item Armor)
Survival	○ T ○ E ○ M ○ L	+ + 0 (Wis Prof Item)
Thievery	○ T ○ E ○ M ○ L	+ + 0 - 0 (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 + + + 0 (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

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Ancestry and General Feats — Class Abilities

Level 1	Ancestry and Heritage Abilities Ancestry Feat Background Skill Feat		Class Feats and Features
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

Inventory

Held Items	Bulk

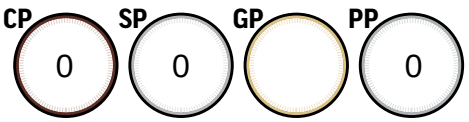
Consumables	Bulk

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



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 ◇ Traits Page #

Trigger

Effects

Name ◇ Traits Page #

Trigger

Effects

Name ◇ Traits Page #

Trigger

Effects

Name ◇ Traits Page #

Trigger

Effects

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Magical Tradition

Arcane Occult
Primal Divine

○ Prepared Caster
○ Spontaneous Caster

Spell Statistics

Spell Attack

TEML + Key Prof

Spell DC

TEML 10 + + 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

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