Pathfinder Character Sheet

Character Name: Bashi Dai

Player Name

Level: 2 **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: Undine | Humanoid, Human, Am

Size: Mediu

Background: Raised by Belief

Background Notes

Class: Champion

Class Notes: Free Archetype

Attributes

+3	Strength	○ Partial Boost
+3	Dexterity	○ Partial Boost
+1	Constitution	○ Partial Boost
+0	Intelligence	○ Partial Boost
+0	Wisdom	○ Partial Boost
+2	Charisma	○ Partial Boost

Defenses

Armor Class: 19

Shield +1 — Hardness 3 | Max HP 6 | BT 3 | HP 6

10 + +3 + 4 + 2
Base Dex* Prof Item
* Use armor's Dex cap if lower

Armor Proficiencies

	Unarmored	Light	Medium	Heavy
T	☑	☑	☑	☑
E	☐	☐	☐	☐
M	☐	☐	☐	☐
L	☐	☐	☐	☐

Fortitude	Reflex	Will
+7	+7	+6
T ☑ E ☐ M ☐ L ☐	T ☐ E ☐ M ☐ L ☐	T ☑ E ☐ M ☐ L ☐
+1 + 6 +	+3 + 4 +	+0 + 6 +
Con Prof Item	Dex Prof Item	Wis Prof Item

Defenses Notes

Hit Points

Maximum: 30 | Current HP: 30 | Temporary HP: 0

Dying ○○○○ | Wounded ○

Resistances and Immunities

Conditions

Skills

Acrobatics	+3	+3 + 0 + 0 − 0	Dex Prof Item Armor
Arcana	+0	+0 + 0 + 0	Int Prof Item
Athletics	+3	+3 + 0 + 0 − 0	Str Prof Item Armor
Crafting	+0	+0 + 0 + 0	Int Prof Item
Deception	+6	+2 + 4 + 0	Cha Prof Item
Diplomacy	+6	+2 + 4 + *	Cha Prof Item
Intimidation	+2	+2 + 0 + 0	Cha Prof Item
Rebellion and Lore	+4	+0 + 4 + 0	Int Prof Item
_____ Lore		+ + 0	Int Prof Item
Medicine	+0	+0 + 0 + 0	Wis Prof Item
Nature	+0	+0 + 0 + 0	Wis Prof Item
Occultism	+4	+0 + 4 + 0	Int Prof Item
Performance	+2	+2 + 0 + 0	Cha Prof Item
Religion	+4	+0 + 4 + 0	Wis Prof Item
Society	+0	+0 + 0 + 0	Int Prof Item
Stealth	+7	+3 + 4 + 0 − 0	Dex Prof Item Armor
Survival	+0	+0 + 0 + 0	Wis Prof Item
Thievery	+3	+3 + 0 + 0 − 0	Dex Prof Item Armor

Skill Notes
Diplomacy: You can forgo rolling a skill check to instead receive a result of 10 your proficiency bonus (do not apply any other bonuses, penalties, or modifiers)

Languages

Common
Daemonic

Perception

+4 — +0 + 4 + — Wis Prof Item

Senses and Notes
Precise: Normal Vision
Imprecise: Hearing
Vague: Smell

Speed

25ft feet

Special Movement

Strikes

Melee Strikes

Weapon			Damage
Fist	+7	+3 + 4 + (Str Prof Item)	1d4 + 3 B
Traits and Notes: Agile, Finesse, Nonlethal, Unarmed			
Greatclub	+7	+3 + 4 + (Str Prof Item)	1d10 + 3 B
Traits and Notes: Backswing, Shove			
		+ + (Str Prof Item)	B P S
Traits and Notes			

Ranged Strikes

Weapon			Damage
		+ + (Dex Prof Item)	B P S
Traits and Notes			
		+ + (Dex Prof Item)	B P S
Traits and Notes			

Weapon Proficiencies

	Unarmed	Simple	Martial	Advanced	Other
T	☑	☑	☑	☐	☐
E	☐	☐	☐	☐	☐
M	☐	☐	☐	☐	☐
L	☐	☐	☐	☐	☐

2528, 2750, 2749, 1831, 1644, 1597

Critical Specializations

Class DC

17

10 + +3 + 4 + 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	Ancestry and Heritage Abilities	Boosts	Class Feats and Features
1	Ancestry Feat: Natural Ambition Background Skill Feat: Assurance		Deity's Domain Nimble Reprisal Retributive Strike Splinter Faith Cause Champion's Aura Deity Devotion Spells Shield Block
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
Bedroll	L
Chalk x10	—
Flint and Steel	—
Rations (1 week) x2	L
Rope (50 ft.)	L
Soap	—
Torch x5	L
Waterskin	L
Adventurer's Pack	1
Fist	—
Greatclub	2

Consumables	Bulk

Worn Items	Invested	Bulk
Buckle		L
Studded Leather Armor		1

Bulk

Bulk: 4.1

Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

Wealth

CP	SP	GP	PP
0	150	0	0

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
See Wanderer's Guide for note pages.

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 #
Retributive Strike	◉↩	Class Feat 1 Champion, Divine	

Trigger An enemy damages your ally, and both are in your champion's aura

Effects
You protect your ally and strike your enemy. The ally gains resistance to all damage against the triggering damage equal to 2

Name		Traits	Page #
Shield Block	◉↩	Feat 1 General	

Trigger While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack.

Effects
You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's

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

+6 (T ✓ E ☐ M ☐ L ✓)

+2 (Key) + 4 (Prof)

Spell DC

16 (T ✓ E ☐ M ☐ L ✓)

10 (Base) + 2 (Key) + 4 (Prof)

Cantrips

Cantrips per Day: 0

Cantrip Rank (1/2 your level rounded up): 1

Name	Actions	Prep

Focus Spells

Focus Points ☑ ☑ ○

Focus Spell Rank (1/2 your level rounded up): 1

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions
Weapon Surge	>
Lay on Hands	>

Innate Spells

Name	Actions	Freq

Spell Slots

	1	2	3	4	5	6	7	8	9	10
Spells per Day										
Spells Remaining										

Spells

Name	Actions	Rank	Prep

Name	Actions	Rank	Prep

Rituals

Name	Rank	Cost

Name	Rank	Cost

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