

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

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M

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E

M

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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

Wis

Prof

Item

Senses and Notes

SPEED

feet

Special Movement

STRIKES

Melee Strikes

Weapon



+

+

Str

Prof

Item

Damage

OB

PP

SS

Traits and Notes

Weapon



+

+

Str

Prof

Item

Damage

OB

PP

SS

Traits and Notes

Weapon



+

+

Str

Prof

Item

Damage

OB

PP

SS

Traits and Notes

Ranged Strikes

Weapon



+

+

Dex

Prof

Item

Damage

OB

PP

SS

Traits and Notes

Weapon



+

+

Dex

Prof

Item

Damage

OB

PP

SS

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

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E

M

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M

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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
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
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Consumables	Bulk
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Worn Items	Invested	Bulk
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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
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CHARACTER SKETCH

ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
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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			

MAGICAL TRADITION

Arcane Occult
Primal Divine

- ☐ Prepared Caster
- ☐ Spontaneous Caster

SPELL STATISTICS

Spell Attack

 $\boxed{\text{T}} + \boxed{\text{M}}$ **Key Prof**

10 + +
Base Key Prof

CANTRIPS

Cantrips per Day

1/2 your level rounded up

Name	Actions	Prep
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FOCUS SPELLS

Focus Points ○○○

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
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INNATE SPELLS

Name	Actions	Freq
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SPELL SLOTS

Spells per Day

Spell Rank

Spells Remaining

SPELLS

Name