

# 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

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

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

10 + + +  
Base Dex\* Prof Item  
\* Use armor's Dex cap if lower

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  
P  
S

Traits and Notes

Weapon



Str Prof Item

Damage

OB  
P  
S

Traits and Notes

Weapon



Str Prof Item

Damage

OB  
P  
S

Traits and Notes

Ranged Strikes

Weapon



Dex Prof Item

Damage

OB  
P  
S

Traits and Notes

Weapon



Dex Prof Item

Damage

OB  
P  
S

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 |                                   |        |        |

