

# 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.

ANCESTRY \_\_\_\_\_

BACKGROUND \_\_\_\_\_

CLASS \_\_\_\_\_

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

T  E  M  L  
 T  E  M  L  
 T  E  M  L  
 T  E  M  L

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

Fortitude

Con Prof Item

Reflex

Dex Prof Item

Will

Wis Prof Item

Defenses Notes \_\_\_\_\_

HIT POINTS

Maximum  Current HP  Temporary HP

Dying

Wounded

Resistances and Immunities \_\_\_\_\_

Conditions \_\_\_\_\_

SKILLS


Acrobatics	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> + <input type="text"/> -	Dex Prof Item Armor
Arcana	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Int Prof Item
Athletics	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> + <input type="text"/> -	Str Prof Item Armor
Crafting	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Int Prof Item
Deception	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Cha Prof Item
Diplomacy	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Cha Prof Item
Intimidation	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Cha Prof Item
____ Lore	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Int Prof Item
____ Lore	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Int Prof Item
Medicine	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Wis Prof Item
Nature	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Wis Prof Item
Occultism	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Int Prof Item
Performance	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Cha Prof Item
Religion	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Wis Prof Item
Society	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Int Prof Item
Stealth	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> + <input type="text"/> -	Dex Prof Item Armor
Survival	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> +	Wis Prof Item
Thievery	<input type="text"/>	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="text"/> + <input type="text"/> + <input type="text"/> -	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   B  P  OS

Traits and Notes \_\_\_\_\_

Weapon    +  +

Str Prof Item

Damage   B  P  OS

Traits and Notes \_\_\_\_\_

Weapon    +  +

Str Prof Item

Damage   B  P  OS

Traits and Notes \_\_\_\_\_

Ranged Strikes

Weapon    +  +

Dex Prof Item

Damage   B  P  OS

Traits and Notes \_\_\_\_\_

Weapon    +  +

Dex Prof Item

Damage   B  P  OS

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

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

**FEATS**

**CLASS ABILITIES**

**INVENTORY**

Held Items	Bulk

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Others Items

**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	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			

Name	<input type="checkbox"/> <input type="checkbox"/>	Traits	Page #
Trigger			
Effects			


**MAGICAL TRADITION**

Arcane  Occult  
 Primal  Divine

Prepared Caster  
 Spontaneous Caster

**SPELL STATISTICS**


**Spell Attack**

  +   
 Key Prof

**Spell DC**

**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