

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

T E M L

+ +

Con Prof Item

Reflex

T E M L

+ +

Dex Prof Item

Will

T E M L

+ +

Wis Prof Item

Defenses Notes _____

HIT POINTS

Maximum Current HP Temporary HP



Dying ○○○○
Wounded

Resistances and Immunities _____

Conditions _____

SKILLS

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

Traits and Notes _____

Weapon _____  + + Str Prof Item Damage

Traits and Notes _____

Weapon _____  + + Str Prof Item Damage

Traits and Notes _____

Ranged Strikes

Weapon _____  + + Dex Prof Item Damage

Traits and Notes _____

Weapon _____  + + Dex Prof Item Damage

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
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Appearance

PERSONALITY

Attitude	Deity or Philosophy
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Edicts	Anathema
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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			

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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