

# 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  + + Damage        
Str Prof Item

Traits and Notes

Weapon  + + Damage        
Str Prof Item

Traits and Notes

Weapon  + + Damage        
Str Prof Item

Traits and Notes

Ranged Strikes

Weapon  + + Damage        
Dex Prof Item

Traits and Notes

Weapon  + + Damage        
Dex Prof Item

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**

Large empty box for 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="radio"/> <input type="radio"/>	Traits	Page #
Trigger			
Effects			
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Trigger			
Effects			
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Trigger			
Effects			
Name	<input type="radio"/> <input type="radio"/>	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