

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

Str Prof Item

Damage

Traits and Notes

Weapon    T  E  M  L + +

Str Prof Item

Damage

Traits and Notes

Weapon    T  E  M  L + +

Str Prof Item

Damage

Traits and Notes

Ranged Strikes

Weapon    T  E  M  L + +

Dex Prof Item

Damage

Traits and Notes

Weapon    T  E  M  L + +

Dex Prof Item

Damage

Traits and Notes

Weapon Proficiencies  
Unarmed Simple Martial Advanced Other

T  E  M  L  L  L  L  L  L  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			

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