

# 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

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 \_\_\_\_\_



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

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

**ANCESTRY AND GENERAL FEATS — CLASS ABILITIES**

**INVENTORY**

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
	General Feat	Class Feature
3	Skill Feat	Class Feat
	Ancestry Feat	Boosts Class Feature
4	Skill Feat	Class Feat
	General Feat	Class Feature
5	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
6	Skill Feat	Class Feat
	General Feat	Class Feature
7	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
8	Skill Feat	Class Feat
	General Feat	Class Feature
9	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
10	Skill Feat	Class Feat
	General Feat	Class Feature
11	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
12	Skill Feat	Class Feat
	General Feat	Class Feature
13	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
	General Feat	Boosts Class Feature
15	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
16	Skill Feat	Class Feat
	General Feat	Class Feature
17	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
	General Feat	Class Feature
19	Skill Feat	Class Feat
	General Feat	Class Feature
20	Skill Feat	Class Feat
	General Feat	Class Feature

Held Items	Bulk
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Consumables	Bulk
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Worn Items	Invested	Bulk
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**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
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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	<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