

# 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   + + Damage

Traits and Notes

Weapon   + + Damage

Traits and Notes

Weapon   + + Damage

Traits and Notes

Ranged Strikes

Weapon   + + Damage

Traits and Notes

Weapon   + + Damage

Traits and Notes

Weapon Proficiencies

Unarmed Simple Martial Advanced Other

T  E  M  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

**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
	General Feat	Class Feature
6	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
7	Skill Feat	Class Feat
	General Feat	Class Feature
8	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
9	Skill Feat	Boosts Class Feat
	General Feat	Class Feature
10	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
11	Skill Feat	Class Feat
	General Feat	Class Feature
12	Skill Feat	Class Feat
	Ancestry Feat	Class Feature
13	Skill Feat	Class Feat
	General Feat	Boosts Class Feature
14	Skill Feat	Class Feat
	General Feat	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
	General Feat	Class Feature
18	Skill Feat	Class Feat
	General Feat	Class Feature
19	Skill Feat	Class Feat
	General Feat	Class Feature
20	Skill Feat	Boosts Class Feat

Held Items	Bulk
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Consumables	Bulk
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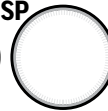


Worn Items	Invested	Bulk
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**BULK**



**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**

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**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			

