

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 _____  + + 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 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

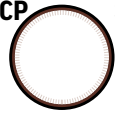
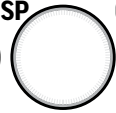

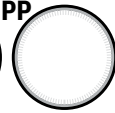
Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry Feat	Boosts Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry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

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			
Name	<input type="radio"/> <input type="radio"/>	Traits	Page #
Trigger			
Effects			
Name	<input type="radio"/> <input type="radio"/>	Traits	Page #
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

RITUALS

Name	Rank	Cost