PATHFINDER
CHARACTER SHEET

CHARACTER NAME

Player Name

LEVEL

XP

ANCESTRY

Heritage and Traits | Size

BACKGROUND

Background Notes

CLASS

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

10 + + +
Base Dex* Prof Item
* Use armor's Dex cap if lower

Armor Proficiencies
Unarmored | Light | Medium | Heavy
T E M L (each)

Fortitude
+ +
Con Prof Item

Reflex
+ +
Dex Prof Item

Will
+ +
Wis Prof Item

T E M L (each)

Defenses Notes

HIT POINTS

Maximum | Current HP | Temporary HP

Dying ○○○○
Wounded

Resistances and Immunities

Conditions

SKILLS

Skill	T E M L			
Acrobatics		+ + -	Dex Prof Item Armor
Arcana		+ +	Int Prof Item
Athletics		+ + -	Str Prof Item Armor
Crafting		+ +	Int Prof Item
Deception		+ +	Cha Prof Item
Diplomacy		+ +	Cha Prof Item
Intimidation		+ +	Cha Prof Item
_____ Lore		+ +	Int Prof Item
_____ Lore		+ +	Int Prof Item
Medicine		+ +	Wis Prof Item
Nature		+ +	Wis Prof Item
Occultism		+ +	Int Prof Item
Performance		+ +	Cha Prof Item
Religion		+ +	Wis Prof Item
Society		+ +	Int Prof Item
Stealth		+ + -	Dex Prof Item Armor
Survival		+ +	Wis Prof Item
Thievery		+ + -	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
○ S

Traits and Notes

Weapon
+ +
Str Prof Item

Damage
○ B
○ P
○ S

Traits and Notes

Weapon
+ +
Str Prof Item

Damage
○ B
○ P
○ S

Traits and Notes

Ranged Strikes

Weapon
+ +
Dex Prof Item

Damage
○ B
○ P
○ S

Traits and Notes

Weapon
+ +
Dex Prof Item

Damage
○ B
○ P
○ S

Traits and Notes

Weapon Proficiencies
Unarmed | Simple | Martial | Advanced | Other
T E M L (each)

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

Ancestry Feat

Background Skill Feat

Class Feats and Features

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

INVENTORY

Held Items	Bulk

Consumables	Bulk

Worn Items	Invested	Bulk

BULK

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

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	○◆ ○↻	Traits	Page #

Trigger

Effects

Name	○◆ ○↻	Traits	Page #

Trigger

Effects

Name	○◆ ○↻	Traits	Page #

Trigger

Effects

Name	○◆ ○↻	Traits	Page #

Trigger

Effects

MAGICAL TRADITION

Arcane   **Occult**
Primal   **Divine**

○ Prepared Caster
○ Spontaneous Caster

SPELL STATISTICS

Spell Attack

T
E
M
L

\+

Key   **Prof**

Spell DC

T
E
M
L

10 +   +
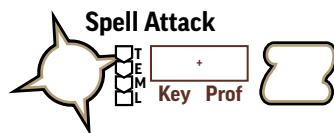
Base   **Key**   **Prof**

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.

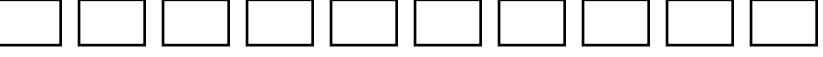| Name	Actions

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