

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 T E M L T E M L 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 _____

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 T E M L T E M L 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
	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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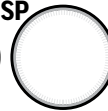


Worn Items	Invested	Bulk
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BULK



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



ORIGIN AND APPEARANCE

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
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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			

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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

 +
 T E M L Key Prof

Spell DC

10 +
 T E M L 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