

# 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.

Player Name

BACKGROUND

CLASS

ANCESTRY

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

+

+

Con

Prof

Item

Defenses Notes

Reflex

+

+

Dex

Prof

Item

Will

+

+

Wis

Prof

Item

HIT POINTS

Maximum

Current HP

Temporary HP

Dying

Wounded

Resistances and Immunities

Conditions

SKILLS

Acrobatics

Arcana

Athletics

Crafting

Deception

Diplomacy

Intimidation

Lore

Lore

Medicine

Nature

Occultism

Performance

Religion

Society

Stealth

Survival

Thievery

Skill Notes

LANGUAGES

PERCEPTION

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

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

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
Consumables		Bulk
Worn Items	Invested	Bulk

**BULK**



**Light Items** 10 light Bulk items = 1 Bulk  
**Encumbered Bulk** 5 + Str  
**Maximum Bulk** 10 + Str  
**Maximum Invested** 10

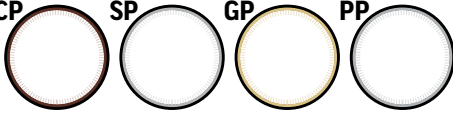
**WEALTH**

CP

SP

GP

PP

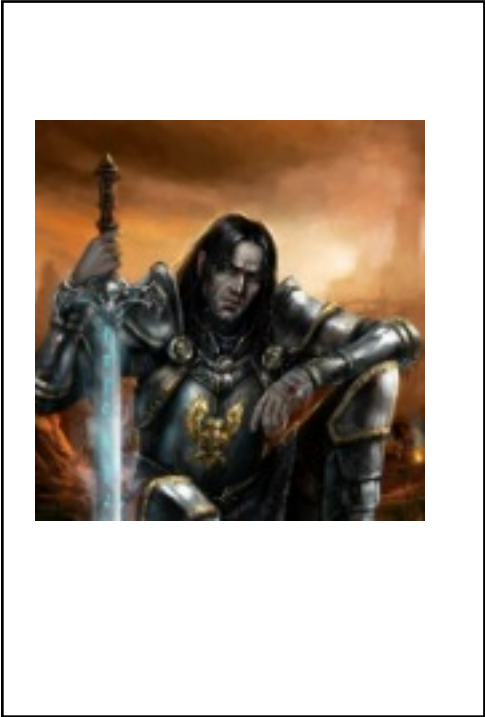


Gems and Artwork	Price	Bulk

Page Two—Abilities and Inventory

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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	○◆ ○➤	Traits	Page #
Trigger			
Effects			

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

Name	○◆ ○➤	Traits	Page #
Trigger			
Effects			

