

PATHFINDER

Justin's Character Sheet [Version 8]

Character Name

Level

XP

Attributes

Mod		Creation	Advancement
<input type="text"/>	Strength	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Dexterity	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Constitution	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Intelligence	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Wisdom	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Charisma	(A) (B) (C) (1)	(5) (10) (15) (20)

Ancestry

Background

Class

- Attribute boost +1
- Partial boost
- Attribute Flaw -1

- Action
- 2 Actions
- 3 Actions
- Free Action
- Reaction

- 0 Untrained 0
- Trained 2 + Lvl
- Expert 4 + Lvl
- Master 6 + Lvl
- Legendary 8 + Lvl

Skills

<input type="text"/>	Acrobatics	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex-♥
<input type="text"/>	Arcana	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int
<input type="text"/>	Athletics	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Str-♥
<input type="text"/>	Crafting	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int
<input type="text"/>	Deception	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha
<input type="text"/>	Diplomacy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha
<input type="text"/>	Intimidation	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha
<input type="text"/>	Medicine	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis
<input type="text"/>	Nature	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis
<input type="text"/>	Occultism	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int
<input type="text"/>	Performance	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha
<input type="text"/>	Religion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis
<input type="text"/>	Society	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int
<input type="text"/>	Stealth	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex-♥
<input type="text"/>	Survival	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis
<input type="text"/>	Thievery	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex-♥
<input type="text"/>	Lore	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int
<input type="text"/>	Lore	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int

Other Stats

<input type="text"/>	Perception	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis
<input type="text"/>	Class DC	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Key+10
<input type="text"/>	Spell Attack	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Key
<input type="text"/>	Spell DC	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Key+10
<input type="text"/>	Speed	
<input type="text"/>	Size	

Status

<input type="text"/> HP ♥	<input type="text"/> Max HP	<input type="text"/> Conditions
Focus Points <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
Hero Points <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Reminders

Defenses

Shield

<input type="text"/>	AC	10 + Item + Prof + Capped Dex	<input type="text"/>			
<input type="text"/>	Fortitude	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Con	<input type="text"/>			
<input type="text"/>	Reflex	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex	+AC	Hard	HP	BT
<input type="text"/>	Will	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis	<input type="text"/>			

Actions

Roll

Effect

Notes

Weapon / Spell / Etc

Bonuses / Save

Damage or effect on success

Crit effects, traits, etc



Languages

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Weapons

Unarmed	□□□□
Simple	□□□□
Martial	□□□□
_____	□□□□

Armor

Unarmored	□□□□
Light	□□□□
Medium	□□□□
Heavy	□□□□

Feats & Features By Level

Summary

1	Bg Skill Feat		
	Ancestry Feats & Abilities		
	Class Feats & Features		
2	Skill Feat		
	Class Feat		
	Archetype Feat*		
3	General Feat		
	Feature		
4	Skill Feat		
	Class Feat		
	Archetype Feat*		
5	Ancestry Feat		
	Class Feature		
6	Skill Feat		
	Class Feat		
	Archetype Feat*		
7	General Feat		
	Class Feature		
8	Skill Feat		
	Class Feat		
	Archetype Feat*		
9	Ancestry Feat		
	Class Feature		

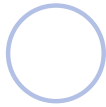
* On even levels, choose **either** a class feat or an archetype feat, unless using the Free Archetype rule.

INVENTORY

* Mark **worn** and/or invested items.

Money

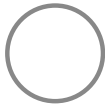
Bulk



Platinum



Gold



Silver



Copper



Current



5+Str

Enc.



10+Str

Max

* Gear

Bulk

* Consumables

Bulk

* Special Items

Bulk

ROLEPLAYING

Appearance

Personality

Deity or Philosophy

Edicts & Anathemas

Backstory

Notes

SPELLBOOK

Tradition	Rank

Focus Spells	Pg.

Cantrips	Pg.

1 st Rank	Pg.

2 nd Rank	Pg.

3 rd Rank	Pg.

4 th Rank	Pg.

5 th Rank	Pg.

6 th Rank	Pg.

7 th Rank	Pg.

8 th Rank	Pg.

9 th Rank	Pg.

10 th Rank	Pg.

LEVEL 10+ FEATS & FEATURES

Level & Type		Name	Summary
10	Skill Feat		
	Class Feat		
	Archetype Feat*		
11	General Feat		
	Class Feature		
12	Skill Feat		
	Class Feat		
	Archetype Feat*		
13	Ancestry		
	Class Feature		
14	Skill Feat		
	Class Feat		
	Archetype Feat*		
15	General Feat		
	Class Feature		
16	Skill Feat		
	Class Feat		
	Archetype Feat*		
17	Ancestry Feat		
	Class Feature		
18	Skill Feat		
	Class Feat		
	Archetype Feat*		
19	General Feat		
	Class Feature		
20	Skill Feat		
	Class Feat		
	Archetype Feat*		