

# PATHFINDER

## CHARACTER SHEET

CHARACTER NAME \_\_\_\_\_

LEVEL \_\_\_\_\_

HERO POINTS \_\_\_\_\_

Señor Arsenio Josué Busto Durant

XP

1



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 Scott David Gray

BACKGROUND \_\_\_\_\_

CLASS \_\_\_\_\_

ANCESTRY \_\_\_\_\_

Human [Half Halfling]

Noble

Commander

Heritage and Traits  
Versatile

Size  
M

Background Notes

Class Notes

ATTRIBUTES \_\_\_\_\_

0 Strength  
○ Partial Boost

+1 Dexterity  
○ Partial Boost

+1 Constitution  
○ Partial Boost

+4 Intelligence  
○ Partial Boost

+1 Wisdom  
○ Partial Boost

+2 Charisma  
○ Partial Boost

DEFENSES \_\_\_\_\_

Armor Class Shield



Hardness	Max HP	BT	HP

Armor Proficiencies

Unarmored	Light	Medium	Heavy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

10 + 1 + 3 + 1  
Base Dex\* Prof Item  
\* Use armor's Dex cap if lower

Fortitude

4

1 + 3 +

Con Prof Item

Reflex

6

1 + 5 +

Dex Prof Item

Will

6

1 + 5 +

Wis Prof Item

Defenses Notes

HIT POINTS \_\_\_\_\_

Maximum Current HP Temporary HP

17

Dying ○○○○  
Wounded

Resistances and Immunities

Conditions

SKILLS \_\_\_\_\_

Skill	Rank	Prof	Item	Armor
Acrobatics	4			
Arcana	4			
Athletics	0			
Crafting	7			
Deception	5			
Diplomacy	5			
Intimidation	5			
Heraldry Lore	7			
Warfare Lore	7			
Medicine	7			
Nature	1			
Occultism	4			
Performance	5			
Religion	4			
Society	7			
Stealth	1			
Survival	1			
Thievery	1			

Skill Notes

Use Int, not Wis

LANGUAGES \_\_\_\_\_

- Diabolic
- Draconic
- Elven
- Halfling
- Taldane
- Varisian

PERCEPTION \_\_\_\_\_

6

1 + 5 +

Wis Prof Item

Senses and Notes

SPEED \_\_\_\_\_

30 feet

Special Movement

STRIKES \_\_\_\_\_

Melee Strikes

Weapon Rapier

Dex 4

1 + 3 +

Str Prof Item

Damage 1d6

Traits and Notes Finesse, Disarm, Deadly d8

Weapon Whip

Dex 4

1 + 3 +

Str Prof Item

Damage 1d4

Traits and Notes Finesse, Nonlethal, Reach, Trip

Weapon Fist

Dex 4

1 + 3 +

Str Prof Item

Damage 1d4

Traits and Notes Agile, Finesse, Nonlethal

Ranged Strikes

Weapon Sling

Dex 4

1 + 3 +

Dex Prof Item

Damage 1d6

Traits and Notes Propulsive, 50' range, reload 1

Weapon

Dex

+

Prof Item

Damage

Traits and Notes

Weapon Proficiencies

Unarmed	Simple	Martial	Advanced	Other
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Critical Specializations

CLASS DC \_\_\_\_\_

17

10 + 4 + 3 +  
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**


<b>Level 1</b>	Ancestry and Heritage Abilities		Class Feats and Features
	<b>General Feat: Fleet</b>		<b>Commander's Banner</b> <b>Drilled Reaction</b> <b>Tactics</b> <b>Shield Block</b> <b>Deceptive Tactics: Lengthy Diversion</b>
	Ancestry Feat		
	<b>Natural Ambition: Combat Medic:</b>		
	<b>Battle Medicine</b>		
	Background Skill Feat		
	<b>Courtly Graces</b>		
<b>2</b>	Skill Feat		Class Feat
<b>3</b>	General Feat		Class Feature
<b>4</b>	Skill Feat		Class Feat
<b>5</b>	Ancestry Feat	Boosts	Class Feature
<b>6</b>	Skill Feat		Class Feat
<b>7</b>	General Feat		Class Feature
<b>8</b>	Skill Feat		Class Feat
<b>9</b>	Ancestry Feat		Class Feature
<b>10</b>	Skill Feat	Boosts	Class Feat
<b>11</b>	General Feat		Class Feature
<b>12</b>	Skill Feat		Class Feat
<b>13</b>	Ancestry Feat		Class Feature
<b>14</b>	Skill Feat		Class Feat
<b>15</b>	General Feat	Boosts	Class Feature
<b>16</b>	Skill Feat		Class Feat
<b>17</b>	Ancestry Feat		Class Feature
<b>18</b>	Skill Feat		Class Feat
<b>19</b>	General Feat		Class Feature
<b>20</b>	Skill Feat	Boosts	Class Feat

Held Items	Bulk
<b>Rapier</b> <b>Whip</b>	

Consumables	Bulk


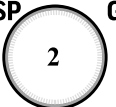
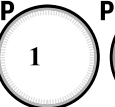

Worn Items	Invested	Bulk
<b>Commander's Banner</b> <b>Fine Clothing</b> <b>Healer's Toolkit</b> <b>Leather Armor</b> <b>Signal Whistle</b> <b>Sling</b> <b>20 Sling Bullets</b> <b>Wooden Religious Symbol</b> <b>Backpack</b> <b>Repair Toolkit</b> <b>Rations 1 week</b> <b>90 Sling Bullets</b>		

**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 <b>Taldan</b>	Nationality <b>Chelish</b>	Birthplace <b>Longacre</b>	Age <b>27</b>	Gender & Pronouns <b>Male</b>	Height <b>4'2"</b>	Weight <b>55 lbs</b>
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Appearance  
**Curly brown hair with goatee, brown eyes, tanned skin; half halfling**

**PERSONALITY**

Attitude	Deity or Philosophy <b>Iomedae</b>
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Edicts	Anathema
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Likes

Dislikes

Catchphrases

**CAMPAIGN NOTES**

Notes  
**PFS # 14034-2046**

Allies

Enemies

Organizations  
**The Pathfinder Society, Radiant Oath**

**ACTIONS AND ACTIVITIES**

Name	Actions	Traits	Page #
<b>Form Up</b>	<b>1</b>	<b>Commander Tactic</b>	

Effects  
**You signal your team to move into position together. Signal all squadmates affected by your commander's banner; each can immediately Stride as a reaction, though each must end their movement inside your banner's aura.**

Name	Actions	Traits	Page #
<b>Mountaineering Training</b>	<b>1</b>	<b>Commander Tactic</b>	

Effects  
**Your instructions make it easier for you and your allies to scale dangerous surfaces. Signal all squadmates; until the end of your next turn, you and each ally gains a climb Speed of 20 feet. Special If you have this tactic prepared, you can use Warfare Lore in place of Athletics for checks you make to Climb.**

Name	Actions	Traits	Page #
<b>Pincer Attack</b>	<b>1</b>	<b>Commander Tactic</b>	

Effects  
**You signal an aggressive formation designed to exploit enemies' vulnerabilities. Signal all squadmates affected by your commander's banner; each can Step as a free action. If any of your allies end this movement adjacent to an opponent, that opponent is off-guard to melee attacks from you and all other squadmates who responded to Pincer Attack until the start of your next turn.**

Name	Actions	Traits	Page #
<b>Strike Hard</b>	<b>2</b>	<b>Banner, Commander, Tactic</b>	

Effects  
**You command an ally to attack. Choose a squadmate who can see or hear your signal. That ally immediately attempts a Strike as a reaction.**

**FREE ACTIONS AND REACTIONS**

Name	Page #

Trigger

Effects

Name	Page #

Trigger

Effects

Name	Page #

Trigger

Effects

Name	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