

Player Name

Character Name

Class

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Ancestry, Heritage & Size

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Background

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.

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

# Combat

## Melee Strikes

**Weapon**    +   **Damage**   B  P  S

Str Prof Item

Traits and Notes

**Weapon**    +   **Damage**   B  P  S

Str Prof Item

Traits and Notes

**Weapon**    +   **Damage**   B  P  S

Str Prof Item

Traits and Notes

## Ranged Strikes

**Weapon**    +   **Damage**   B  P  S

Dex Prof Item



Traits and Notes

**Weapon**    +   **Damage**   B  P  S

Dex Prof Item

Traits and Notes

## Armor Class Shield

Hardness Max HP BT HP

**Armor Proficiencies**

Unarmored	Light	Medium	Heavy
<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L


**10** + + +

Base Dex\* Prof Item

\* Use armor's Dex cap if lower

## Hit Points

Maximum  Current HP  Temporary HP

  Dying

Wounded

Resistances and Immunities

Conditions

# Abilities

## Attributes

**Strength**  Partial Boost  **Dexterity**  Partial Boost

**Constitution**  Partial Boost  **Intelligence**  Partial Boost






**Wisdom**  Partial Boost  **Charisma**  Partial Boost

## 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


## Languages

## Perception

  +   **Wis Prof Item**

Senses and Notes

## Speed

  feet

Special Movement

## Class DC

**10** + + +

Base Key Prof Item

## Weapon Proficiencies

Unnamed	Simple	Marital	Advanced	Other
<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L	<input type="checkbox"/> T <input type="checkbox"/> E <input type="checkbox"/> M <input type="checkbox"/> L

## Critical Specializations

## 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

Ancestry and General Feats — Class Abilities

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
4			
	Ancestry Feat	Boosts	Class Feature
5			
	Skill Feat		Class Feat
6			
	General Feat		Class Feature
7			
	Skill Feat		Class Feat
8			
	Ancestry Feat		Class Feature
9			
	Skill Feat	Boosts	Class Feat
10			
	General Feat		Class Feature
11			
	Skill Feat		Class Feat
12			

Magical Tradition

Arcane  Occult  
Primal  Divine

Prepared Caster  
 Spontaneous Caster

Spell Statistics

Spell Attack



T	E	M	L		+	
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Key Prof

Spell DC



T	E	M	L	10	+		+
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Base Key Prof

Cantrips

Cantrips per Day  Cantrip Rank   
1/2 your level rounded up

Focus Spells

Focus Points    Focus Spell Rank   
1/2 your level rounded up

Name	Actions	Prep

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

Rituals

Name	Rank	Cost

Name	Rank	Cost

# Spells

## 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

# Feats

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



## Actions and Activities

Name	Actions	Traits	Page #
Effects			


Name	Actions	Traits	Page #
Effects			

Name	Actions	Traits	Page #
Effects			

## Free Actions and Reactions

Name	<input type="radio"/>  <input type="radio"/> 	Traits	Page #
Trigger			
Effects			

Name	<input type="radio"/>  <input type="radio"/> 	Traits	Page #
Trigger			
Effects			

Name	<input type="radio"/>  <input type="radio"/> 	Traits	Page #
Trigger			
Effects			

## Origin and Appearance

Ethnicity	Nationality	Birthplace	Age	Gender & Pronouns	Height	Weight
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Appearance
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## Personality

Attitude	Deity or Philosophy
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Edicts	Anathema
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Likes
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Dislikes
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Catchphrases
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## Campaign Notes

Notes
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Allies
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Enemies
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Organizations
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# Backstory

## Character Backstory

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## Additional Notes

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# Inventory

Held Items	Bulk	Worn Items	Invested	Bulk

Consumables	Bulk

**Bulk** 

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

**Wealth** 

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CP SP GP PP

Gems and Artwork	Price	Bulk

A large rectangular area with a decorative border and horizontal lines for writing. The border is double-lined with rounded corners. There are 25 horizontal lines inside the frame. On the left side of the page, there are seven circular punch holes.

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Notes

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# ELDERWOOD ACADEMY

DungeonJournal Character Sheet

## Design

- ◇ Andy Dempz
- ◇ Lucy Zhang
- ◇ Pathfinder adaptation by Rasmus Strand
- ◇ Betsy Lee
- ◇ Quentin Weir

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