

PATHFINDER

CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

◆ Single Action
◆◆ Two-Action Activity
◆◆◆ Three-Action Activity
◇ Free Action
↷ Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE

BACKGROUND

CLASS

SIZE

ALIGNMENT

TRAITS

DEITY

LEVEL

HERO POINTS

ABILITY SCORES

<input type="text"/>	STR MODIFIER	STRENGTH SCORE	<input type="text"/>
<input type="text"/>	DEX MODIFIER	DEXTERITY SCORE	<input type="text"/>
<input type="text"/>	CON MODIFIER	CONSTITUTION SCORE	<input type="text"/>
<input type="text"/>	INT MODIFIER	INTELLIGENCE SCORE	<input type="text"/>
<input type="text"/>	WIS MODIFIER	WISDOM SCORE	<input type="text"/>
<input type="text"/>	CHA MODIFIER	CHARISMA SCORE	<input type="text"/>

CLASS DC

<input type="text"/>	DC BASE	KEY	PROF	T	E	M	L	ITEM
<input type="text"/>	= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield +

HARDNESS MAX HP / BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
NOTES					

HIT POINTS

MAX

CURRENT	TEMPORARY
<input type="text"/>	<input type="text"/>
DYING	WOUNDED
<input type="text"/>	<input type="text"/>

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS	PROF	T	E	M	L	ITEM
<input type="text"/>	<input type="text"/>					

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			
WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			
WEAPON	<input type="text"/>	<input type="text"/>	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			

RANGED STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			
WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			
WEAPON	<input type="text"/>	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
T E M L	T E M L	T E M L	T E M L
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS

ACROBATICS	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR
ARCANA	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
ATHLETICS	<input type="text"/>	STR	PROF	T	E	M	L	ITEM	ARMOR
CRAFTING	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
DECEPTION	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
DIPLOMACY	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
INTIMIDATION	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
MEDICINE	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
NATURE	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
OCCULTISM	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
PERFORMANCE	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
RELIGION	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
SOCIETY	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
STEALTH	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR
SURVIVAL	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
THIEVERY	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR

LANGUAGES

ANCESTRY FEATS AND ABILITIES	
	SPECIAL 1 ST
	HERITAGE 1 ST
	FEAT 1 ST
	FEAT 5 TH
	FEAT 9 TH
	FEAT 13 TH
	FEAT 17 TH

SKILL FEATS	
	BACKGROUND
	2 ND
	4 TH
	6 TH
	8 TH
	10 TH
	12 TH
	14 TH
	16 TH
	18 TH
	20 TH

GENERAL FEATS	
	3 RD
	7 TH
	11 TH
	15 TH
	19 TH

CLASS FEATS AND ABILITIES	
	FEATURE 1 ST
	FEATURE 1 ST
	FEAT 1 ST
	FEAT 2 ND
	FEATURE 3 RD
	FEAT 4 TH
	FEATURE 5 TH
	FEAT 6 TH
	FEATURE 7 TH
	FEAT 8 TH
	FEATURE 9 TH
	FEAT 10 TH
	FEATURE 11 TH
	FEAT 12 TH
	FEATURE 13 TH
	FEAT 14 TH
	FEATURE 15 TH
	FEAT 16 TH
	FEATURE 17 TH
	FEAT 18 TH
	FEATURE 19 TH
	FEAT 20 TH

BONUS FEATS	

INVENTORY			
WORN ITEMS	INVEST (MAX 10)	BULK	
READIED ITEMS	BULK	OTHER ITEMS	BULK

BULK

ENCUMBERED

BASE

STR

=5

MAXIMUM

BASE

STR

=10

CP

SP

GP

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
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APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

CAMPAIGN NOTES

NOTES	ALLIES
	ENEMIES
	ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE	NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			
NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE	NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			

SPELL ATTACK ROLL

Diagram illustrating the structure of the data table:

KEY	PROF	T	E	M	L

SPELL DC

 = DC BASE **10**

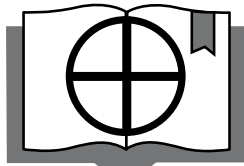
KEY

PROF

T	E	M	L
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MAGIC TRADITIONS

ARCANE



OCCULT

PRIMAL

DIVINE

☐ PREPARED ☐ SPONTANEOUS

CANTRIPS

[illegible]

INNATE SPELLS

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

FOCUS SPELLS

	CURRENT	MAXIMUM
FOCUS POINTS		

	ACTIONS
	M S V
	ACTIONS
	M S V
	ACTIONS
	M S V
	ACTIONS
	M S V

SPELL SLOTS PER DAY

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

[illegible]