

# 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**  
Fenris Silenteath

**PLAYER NAME**

**EXPERIENCE POINTS (XP)**

**ANCESTRY AND HERITAGE**  
Halfling (Observant Halfling)

**BACKGROUND**  
Emissary

**CLASS**  
Druid

**SIZE** **ALIGNMENT** **TRAITS**

**DEITY** Not set

**LEVEL**  
3

**HERO POINTS**

### ABILITY SCORES

**STR** **STRENGTH** SCORE 10  
MODIFIER +0

**DEX** **DEXTERITY** SCORE 14  
MODIFIER +2

**CON** **CONSTITUTION** SCORE 12  
MODIFIER +1

**INT** **INTELLIGENCE** SCORE 12  
MODIFIER +1

**WIS** **WISDOM** SCORE 18  
MODIFIER +4

**CHA** **CHARISMA** SCORE 12  
MODIFIER +1

### CLASS DC

19 = 10 DC BASE KEY 4 PROF 5 T E M L ITEM

### ARMOR CLASS

AC 17

DC BASE 10 DEX 2 OR 5 CAP 5 PROF 5 T E M L ITEM 0

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** +8 CON 1 PROF 7 ITEM 0 T E M L

**REFLEX** +7 DEX 2 PROF 5 ITEM 0 T E M L

**WILL** +11 WIS 4 PROF 7 ITEM 0 T E M L

NOTES

### HIT POINTS

36 MAX

CURRENT TEMPORARY

DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

### PERCEPTION

+11

WIS 4 PROF 7 T E M L ITEM 0

SENSSES

**SPEED** 25 **FEET** MOVEMENT TYPES & NOTES

### MELEE STRIKES

**WEAPON** Staff 5 = STR 0 PROF 5 T E M L ITEM 0

**DAMAGE** DICE 1d4 STR 0 B P S W SPEC OTHER TRAITS Two-Hand d8

**WEAPON** = STR PROF T E M L ITEM

**DAMAGE** DICE STR B P S W SPEC OTHER TRAITS

**WEAPON** = STR PROF T E M L ITEM

**DAMAGE** DICE STR B P S W SPEC OTHER TRAITS

### RANGED STRIKES

**WEAPON** = DEX PROF T E M L ITEM

**DAMAGE** DICE SPECIAL B P S W SPEC OTHER TRAITS

**WEAPON** = DEX PROF T E M L ITEM

**DAMAGE** DICE SPECIAL B P S W SPEC OTHER TRAITS

**WEAPON** = DEX PROF T E M L ITEM

**DAMAGE** DICE SPECIAL B P S W SPEC OTHER TRAITS

### WEAPON PROFICIENCIES

SIMPLE T E M L MARTIAL T E M L OTHER T E M L OTHER T E M L

### SKILLS

**ACROBATICS** +7 = DEX 2 PROF 5 T E M L ITEM 0 ARMOR -0

**ARCANA** +1 = INT 1 PROF 0 T E M L ITEM 0

**ATHLETICS** +0 = STR 0 PROF 0 T E M L ITEM 0 ARMOR -0

**CRAFTING** +1 = INT 1 PROF 0 T E M L ITEM 0

**DECEPTION** +6 = CHA 1 PROF 5 T E M L ITEM 0

**DIPLOMACY** +6 = CHA 1 PROF 5 T E M L ITEM 0

**INTIMIDATION** +6 = CHA 1 PROF 5 T E M L ITEM 0

**LORE** +6 = INT 1 PROF 5 T E M L ITEM 0

**LORE** = INT PROF T E M L ITEM

**MEDICINE** +4 = WIS 4 PROF 0 T E M L ITEM 0

**NATURE** +9 = WIS 4 PROF 5 T E M L ITEM 0

**OCCULTISM** +1 = INT 1 PROF 0 T E M L ITEM 0

**PERFORMANCE** +1 = CHA 1 PROF 0 T E M L ITEM 0

**RELIGION** +4 = WIS 4 PROF 0 T E M L ITEM 0

**SOCIETY** +6 = INT 1 PROF 5 T E M L ITEM 0

**STEALTH** +9 = DEX 2 PROF 7 T E M L ITEM 0 ARMOR -0

**SURVIVAL** +4 = WIS 4 PROF 0 T E M L ITEM 0

**THIEVERY** +2 = DEX 2 PROF 0 T E M L ITEM 0 ARMOR -0

### LANGUAGES

Common, Druidic, Dwarven, Elven, Gnomish, Halfling

ANCESTRY FEATS AND ABILITIES	
	SPECIAL 1 <sup>ST</sup>
Observant Halfling	HERITAGE 1 <sup>ST</sup>
Innocuous	FEAT 1 <sup>ST</sup>
	FEAT 5 <sup>TH</sup>
	FEAT 9 <sup>TH</sup>
	FEAT 13 <sup>TH</sup>
	FEAT 17 <sup>TH</sup>

SKILL FEATS	
Multilingual	BACKGROUND
Bon Mot	2 <sup>ND</sup>
	4 <sup>TH</sup>
	6 <sup>TH</sup>
	8 <sup>TH</sup>
	10 <sup>TH</sup>
	12 <sup>TH</sup>
	14 <sup>TH</sup>
	16 <sup>TH</sup>
	18 <sup>TH</sup>
	20 <sup>TH</sup>

GENERAL FEATS	
Toughness	3 <sup>RD</sup>
	7 <sup>TH</sup>
	11 <sup>TH</sup>
	15 <sup>TH</sup>
	19 <sup>TH</sup>

CLASS FEATS AND ABILITIES	
Druidic Order (Leaf Order)	FEATURE 1 <sup>ST</sup>
Anathema	FEATURE 1 <sup>ST</sup>
	FEAT 1 <sup>ST</sup>
Reach Spell	FEAT 2 <sup>ND</sup>
Alertness	FEATURE 3 <sup>RD</sup>
	FEAT 4 <sup>TH</sup>
	FEATURE 5 <sup>TH</sup>
	FEAT 6 <sup>TH</sup>
	FEATURE 7 <sup>TH</sup>
	FEAT 8 <sup>TH</sup>
	FEATURE 9 <sup>TH</sup>
	FEAT 10 <sup>TH</sup>
	FEATURE 11 <sup>TH</sup>
	FEAT 12 <sup>TH</sup>
	FEATURE 13 <sup>TH</sup>
	FEAT 14 <sup>TH</sup>
	FEATURE 15 <sup>TH</sup>
	FEAT 16 <sup>TH</sup>
	FEATURE 17 <sup>TH</sup>
	FEAT 18 <sup>TH</sup>
	FEATURE 19 <sup>TH</sup>
	FEAT 20 <sup>TH</sup>

BONUS FEATS	
Leshy Familiar	
Shield Block	

WORN ITEMS

Invest (MAX 10)

BULK

Explorer's Clothing

READIED ITEMS

BULK

OTHER ITEMS

BULK

BULK

1.1

ENCUMBERED

+5

BASE STR

=5 +0

MAXIMUM

+10

BASE STR

=10 +0

0

CP

9

SP

39

GP

0

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE 50	GENDER & PRONOUNS Female	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
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

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DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

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TRIGGER DESCRIPTION			

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

## SPELL ATTACK ROLL

+9	=	KEY	PROF	T	E	M	L
		4	5	✓			

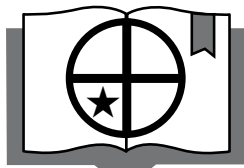
## SPELL DC

19	=	DC BASE	KEY	PROF	T	E	M	L
		10	4	5	✓			

## MAGIC TRADITIONS

ARCANE

PRIMAL



OCCULT

DIVINE

☒ PREPARED ☐ SPONTANEOUS

## CANTRIPS

Acid Splash PREP

Damage creatures with acid. ACTIONS  
2  
M S V

Gouging Claw PREP

Morph your limb into a claw and attack with it. ACTIONS  
2  
M S V

Protect Companion PREP

Shield your eidolon or minion from harm. ACTIONS  
1  
M S V

Puff of Poison PREP

Exhale toxins to poison a foe. ACTIONS  
2  
M S V

Read Aura PREP

Detect if an object is magical, and determine the school of its magic. ACTIONS  
M S V

PREP

ACTIONS  
M S V

PREP

ACTIONS  
M S V

## INNATE SPELLS

FREQ

ACTIONS  
M S V

FREQ

ACTIONS  
M S V

## FOCUS SPELLS

FOCUS POINTS CURRENT  
MAXIMUM  
2

Goodberry ACTIONS  
2  
M S V

ACTIONS  
M S V

ACTIONS  
M S V

ACTIONS  
M S V

## SPELL SLOTS PER DAY

CANTRIP LEVEL	3	2								
2	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

## SPELLS

1: Burning Hands PREP

A small cone of flame rushes from your hands. ACTIONS  
2  
M S V

1: Horizon Thunder Sphere PREP

Gather energy and throw a ball of lightning. ACTIONS  
2  
M S V

1: Protector Tree PREP

Conjure a tree that takes damage instead of adjacent allies. ACTIONS  
2  
M S V

2: Animal Form PREP

Turn into a dangerous animal. ACTIONS  
2  
M S V

2: Heat Metal PREP

Make metal red hot. ACTIONS  
2  
M S V

PREP

ACTIONS  
M S V

PREP

ACTIONS  
M S V

PREP

ACTIONS  
M S V

PREP

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