

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

DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

### PERCEPTION

WIS PROF T E M L ITEM

SENSSES

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

<input type="text"/>
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ANCESTRY FEATS AND ABILITIES	
	SPECIAL 1 <sup>ST</sup>
	HERITAGE 1 <sup>ST</sup>
	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	
	BACKGROUND
	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	
	3 <sup>RD</sup>
	7 <sup>TH</sup>
	11 <sup>TH</sup>
	15 <sup>TH</sup>
	19 <sup>TH</sup>

CLASS FEATS AND ABILITIES	
	FEATURE 1 <sup>ST</sup>
	FEATURE 1 <sup>ST</sup>
	FEAT 1 <sup>ST</sup>
	FEAT 2 <sup>ND</sup>
	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	

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
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

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

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

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

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

## SPELL ATTACK ROLL

Diagram illustrating the components of the system: an octagon is associated with a KEY, a PROF, and a sequence of T, E, M, L.

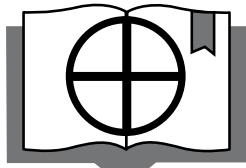
**SPELL DC**

 = DC BASE **10**      

## MAGIC TRADITIONS

## OCCULT

## DIVINE



☐ PREPARED      ☐ SPONTANEOUS

## CANTRIPS

[illegible]

## INNATE SPELLS

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

## FOCUS SPELLS

CURRENT	MAXIMUM
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	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]