PATHFINDER COMPATIBLE

CHARACTER NAME _____   PLAYER NAME _____   HERO POINTS ○ ○ ○

ANCESTRY _____   HERITAGE _____   CLASS _____   DEITY _____   EXP _____

BACKGROUND _____   GENDER _____   AGE _____   SIZE _____   LANGUAGES _____

STATISTICS AND SAVES

ABILITY	SCORE	MODIFIER
STR STRENGTH		
DEX DEXTERITY		
CON CONSTITUTION		
INT INTELLIGENCE		
WIS WISDOM		
CHA CHARISMA		

	TOTAL	MODIFIER	PROFICIENCY	ITEM	MISC
PER PERCEPTION	=	WIS	◈		

	TOTAL	MODIFIER	PROFICIENCY	ITEM	MISC
FORT FORTITUDE	=	CON	◈		
REFLEX REFLEX	=	DEX	◈		
WILL WILLPOWER	=	WIS	◈		

	RUN	SWIM	CLIMB	FLY	BONUS
SPEED					+

HEALTH AND AC

	TOTAL		CLASS	MODIFIER	TOUGH		LEVEL	ANCESTRY	MISC
HP HIT POINTS	= (			CON	+1	) ×		+	

	TOTAL		MODIFIER	LEVEL	FAST REC
REST	=		CON ×	×	×2

Treat wounds, repair/identify item, change armor. Takes 10 minutes.

	TOTAL		MODIFIER	PROFICIENCY	ARMOR	POTENCY	ITEMS	MISC
AC ARMOR CLASS	= 10 +		DEX	◈				

	TOTAL	
TEMP AC BONUS		◆

SHIELD RAISE SHIELD

AC BONUS	HARDNESS	HP	TOTAL HP

	TRAINED	EXPERT	MASTER	LEGENDARY
PROF LVL PLUS BONUS	◈ +2	◈ +4	◆ +6	◆ +8

STATUS

DAMAGE TAKEN	TEMPORARY HP

DYING	WOUNDED
○ ○ ○	

DAMAGE REDUCTION

___ ___
___ ___
___ ___

ARCHETYPES

ARCHETYPE	FEATS
_____	/
_____	/
_____	/

SENSES

- ○ LOW-LIGHT VISION
- ○ DARKVISION
- ○ GREATER DARKVISION
- ○ SCENT
- ○ _____

WEAPONS AND ARMOR

	2ND	3RD
MULTI ATTACK PENALTY	-5	-10
AGILE ATTACK PENALTY	-4	-8

_____

	TO HIT	MODIFIER	PROFICIENCY	POTENCY	MISC	DAMAGE		POTENCY	MISC	STRIKING
⚔			◈			d	+			

WEAPON _____   DAMAGE TYPE _____   CRIT _____
WEAPON TRAITS _____

	TO HIT	MODIFIER	PROFICIENCY	POTENCY	MISC	DAMAGE		POTENCY	MISC	STRIKING
⚔			◈			d	+			

WEAPON _____   DAMAGE TYPE _____   CRIT _____
WEAPON TRAITS _____

	TO HIT	MODIFIER	PROFICIENCY	POTENCY	MISC	DAMAGE		POTENCY	MISC	STRIKING
🗡			◈			d	+			

WEAPON _____   DAMAGE TYPE _____   CRIT _____
WEAPON TRAITS _____   AMMO _____   RANGE _____

	TO HIT	MODIFIER	PROFICIENCY	POTENCY	MISC	DAMAGE		POTENCY	MISC	STRIKING
🗡			◈			d	+			

WEAPON _____   DAMAGE TYPE _____   CRIT _____
WEAPON TRAITS _____   AMMO _____   RANGE _____

SKILLS

ASSURE	SKILL NAME	TOTAL	MODIFIER	PROFICIENCY	FEATS	MISC
○	ACROBATICS*		DEX	◈		
○	ARCANA		INT	◈		
○	ATHLETICS*		STR	◈		
○	CRAFTING		INT	◈		
○	DECEPTION		CHA	◈		
○	DIPLOMACY		CHA	◈		
○	INTIMIDATION		CHA	◈		
○	LORE:		INT	◈		
○	LORE:		INT	◈		
○	LORE:		INT	◈		
○	MEDICINE		WIS	◈		
○	NATURE		WIS	◈		
○	OCCULTISM		INT	◈		
○	PERFORMANCE		CHA	◈		
○	RELIGION		WIS	◈		
○	SOCIETY		INT	◈		
○	STEALTH*		DEX	◈		
○	SURVIVAL		WIS	◈		
○	THIEVERY*		DEX	◈		
○				◈		
○				◈		

FOCUS

LEVEL FOCUS LEVEL	POINTS FOCUS POINTS
	/

⟫ 1 _____
⟫ 2 _____
⟫ 3 _____

ACTIONS

⟫ _____
⟫ _____
⟫ _____
⟫ _____

SKILL ACTIONS

⟫ _____
⟫ _____
⟫ _____
⟫ _____

PROFICIENCIES

◈ _____   ◈ _____
◈ _____   ◈ _____
◈ _____   ◈ _____
◈ _____   ◈ _____