

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

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

CLASS DC

| | | | | | | | |
|---------|-----|------|---|---|---|---|------|
| DC BASE | KEY | PROF | T | E | M | L | ITEM |
| = 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 | |
|-----------|---------|--------|---------|------|---------|
| CON | PROF | DEX | PROF | WIS | PROF |
| ITEM | T E M L | ITEM | T E M L | ITEM | T E M L |
| NOTES | | | | | |

HIT POINTS

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 | | | | | | | | | |
| DAMAGE | DICE | STR | B P S | W SPEC | OTHER | TRAITS | | | |
| WEAPON | | | | | | | | | |
| DAMAGE | DICE | STR | B P S | W SPEC | OTHER | TRAITS | | | |
| WEAPON | | | | | | | | | |
| DAMAGE | DICE | STR | B P S | W SPEC | OTHER | TRAITS | | | |

RANGED STRIKES

| | | | | | | | | | |
|--------|------|---------|-------|--------|-------|--------|--|--|--|
| WEAPON | | | | | | | | | |
| DAMAGE | DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS | | | |
| WEAPON | | | | | | | | | |
| DAMAGE | DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS | | | |
| WEAPON | | | | | | | | | |
| 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 |
| | | | |

SKILLS

| | | | | | | | | | |
|--------------|--|-----|------|---|---|---|---|------|-------|
| ACROBATICS | | DEX | PROF | T | E | M | L | ITEM | ARMOR |
| ARCANA | | INT | PROF | T | E | M | L | ITEM | |
| ATHLETICS | | STR | PROF | T | E | M | L | ITEM | ARMOR |
| CRAFTING | | INT | PROF | T | E | M | L | ITEM | |
| DECEPTION | | CHA | PROF | T | E | M | L | ITEM | |
| DIPLOMACY | | CHA | PROF | T | E | M | L | ITEM | |
| INTIMIDATION | | CHA | PROF | T | E | M | L | ITEM | |
| LORE | | INT | PROF | T | E | M | L | ITEM | |
| LORE | | INT | PROF | T | E | M | L | ITEM | |
| MEDICINE | | WIS | PROF | T | E | M | L | ITEM | |
| NATURE | | WIS | PROF | T | E | M | L | ITEM | |
| OCCULTISM | | INT | PROF | T | E | M | L | ITEM | |
| PERFORMANCE | | CHA | PROF | T | E | M | L | ITEM | |
| RELIGION | | WIS | PROF | T | E | M | L | ITEM | |
| SOCIETY | | INT | PROF | T | E | M | L | ITEM | |
| STEALTH | | DEX | PROF | T | E | M | L | ITEM | ARMOR |
| SURVIVAL | | WIS | PROF | T | E | M | L | ITEM | |
| THIEVERY | | 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 |
| | | | |

ENCUMBERED

BASE

STR

=5

MAXIMUM

BASE

STR

=10

CP

SP

GP

PP

CHARACTER SKETCH

| | | | | | | |
|-----------|-------------|------------|-----|-------------------|----|----|
| ETHNICITY | NATIONALITY | BIRTHPLACE | AGE | GENDER & PRONOUNS | HT | WT |
|-----------|-------------|------------|-----|-------------------|----|----|

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 components of the system:

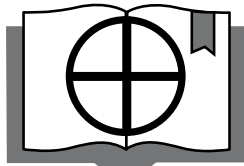
- An octagon is equated to a box labeled **KEY**.
- A box labeled **PROF**.
- A row of four boxes labeled **T**, **E**, **M**, and **L**.

SPELL DC

 = DC BASE **10**      

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]