

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

DEX OR CAP PROF T E M L ITEM

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

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		STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE STR B W SPEC OTHER TRAITS							

RANGED STRIKES

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE SPECIAL B 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	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE	NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			
NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE	NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION				TRIGGER DESCRIPTION			

SPELL ATTACK ROLL

SPELL DC						
<div></div>	DC BASE	KEY	PROF	T	E	M
	= 10	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

SPELL DC

DC BASE = 10

The diagram is a 2x2 matrix titled "MAGIC TRADITIONS" in a dark blue banner at the top. The vertical axis is labeled "ARCANE" at the top and "PRIMAL" at the bottom. The horizontal axis is labeled "OCCULT" on the left and "DIVINE" on the right. In the center is a stylized icon of an open book with a red cover and a white circle containing a cross, representing the Four Symbols. Below the matrix are two colored squares: a red square labeled "PREPARED" and a blue square labeled "SPONTANEOUS".

PRIMAL



DIVINE

☐ PREPARED ☐ SPONTANEOUS

CANTRIPS	
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V
	PREP
	ACTIONS
	M S V

[illegible]

INNATE SPELLS	
	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

FOCUS SPELLS		
FOCUS POINTS	CURRENT	MAXIMUM
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V

FOCUS POINTS	CURRENT		MAXIMUM	
1. Identify the problem.				
2. Identify the cause.				
3. Identify the effect.				
4. Identify the solution.				
5. Identify the action plan.				
6. Identify the resources.				
7. Identify the timeline.				
8. Identify the stakeholders.				
9. Identify the risks.				
10. Identify the success factors.				

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

SPELL SLOTS PER DAY										
CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10
SPONTANEOUS SPELL SLOTS REMAINING										

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS			
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V
		PREP	PREP
		ACTIONS	ACTIONS
		M S V	M S V

[illegible]