PATHFINDER
CHARACTER SHEET
Modified by Data Lore
/u/Deft_Delinquent

ACTIONS
- ❖ Single Action
- ❖❖ Two-Action Activity
- ❖❖❖ Three-Action Activity
- ◇ Free Action
- ↺ Reaction

PROFICIENCY
- Untrained +0
- Trained 2+Level
- Expert 4+Level
- Master 6+Level
- Legendary 8+Level

CHARACTER NAME

PLAYER NAME

TRAITS

EXPERIENCE POINTS (XP)

ANCESTRY & HERITAGE

BACKGROUND

CLASS & PATH

ALIGNMENT

SIZE

DEITY / FAITH

LEVEL

HERO POINTS

ABILITY SCORES

STR MOD | SCORE
DEX MOD | SCORE
CON MOD | SCORE
INT MOD | SCORE
WIS MOD | SCORE
CHA MOD | SCORE

CLASS DC

◯ DC BASE = 10 | KEY | T E M L | ITEM

ARMOR CLASS

AC

= 10 DC BASE | DEX **OR** | CAP | T E M L | ITEM

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

SAVING THROWS

FORTITUDE	REFLEX	WILL
CON	DEX	WIS
T E M L	T E M L	T E M L
ITEM	ITEM	ITEM

NOTES

HIT POINTS

CURRENT | **TEMPORARY**

MAX

DYING | **WOUNDED**

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

= WIS | T E M L | ITEM

SENSES

SPEED

| FEET | MOVEMENT TYPES & NOTES

ARMOR AND WEAPON PROFICIENCIES

UNARMORED	LIGHT	MEDIUM	HEAVY	
T E M L	T E M L	T E M L	T E M L	

UNARMED	SIMPLE	MARTIAL		
T E M L	T E M L	T E M L	T E M L	T E M L

MELEE AND RANGED STRIKES

WEAPON | ◯ = | MOD | T E M L | ITEM | MAP -
TRAITS & RUNES | **ATTACK** | **DAMAGE**

WEAPON | ◯ = | MOD | T E M L | ITEM | MAP -
TRAITS & RUNES | **ATTACK** | **DAMAGE**

WEAPON | ◯ = | MOD | T E M L | ITEM | MAP -
TRAITS & RUNES | **ATTACK** | **DAMAGE**

WEAPON | ◯ = | MOD | T E M L | ITEM | MAP -
TRAITS & RUNES | **ATTACK** | **DAMAGE**

NOTES

SKILLS

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

LANGUAGES

Ancestry Feats and Abilities

SPECIAL 1st

HERITAGE 1st

FEAT 1st

FEAT 5th

FEAT 9th

FEAT 13th

FEAT 17th

General and Bonus Feats

3rd

7th

11th

15th

19th

BONUS

BONUS

Skill Feats   *Please note, only some classes gain skill feats on odd levels*

BACKGROUND

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

11th

12th

13th

14th

15th

16th

17th

18th

19th

20th

Class Feats and Abilities

FEATURE 1ST

FEATURE 1ST

FEAT 1ST

FEAT 2ND

FEATURE 3RD

FEAT 4TH

FEATURE 5TH

FEAT 6TH

FEATURE 7TH

FEAT 8TH

FEATURE 9TH

FEAT 10TH

FEATURE 11TH

FEAT 12TH

FEATURE 13TH

FEAT 14TH

FEATURE 15TH

FEAT 16TH

FEATURE 17TH

FEAT 18TH

FEATURE 19TH

FEAT 20TH

Skill Increases   *Please note, only some classes gain skill increases on even levels*

INITIAL TRAINED SKILLS FROM BACKGROUND, CLASS AND INITIAL INTELLIGENCE SCORE

STANDARD SKILL ADVANCEMENT

2ND   T E

3RD   T E

4TH   T E

5TH   T E

6TH   T E

7TH   T E M

8TH   T E M

9TH   T E M

10TH   T E M

11TH   T E M

12TH   T E M

13TH   T E M

14TH   T E M

15TH   T E M L

16TH   T E M L

17TH   T E M L

18TH   T E M L

19TH   T E M L

20TH   T E M L

2ND

ADDITIONAL TRAINED SKILLS (NOTE SOURCE AND LEVEL)

ADDITIONAL SKILL INCREASES (NOTE SOURCE, LEVEL AND NEW RANK)

ACTIONS AND ACTIVITIES

NAME	ACTIVITY	TRAITS	PAGE

DESCRIPTION

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NAME	ACTIVITY	TRAITS	PAGE

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NAME	ACTIVITY	TRAITS	PAGE

DESCRIPTION

FREE ACTIONS AND REACTIONS

NAME	TYPE	TRAITS	PAGE

TRIGGER

DESCRIPTION

NAME	TYPE	TRAITS	PAGE

TRIGGER

DESCRIPTION

Free Actions and Reactions

NAME	TYPE	TRAITS	PAGE

TRIGGER

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DESCRIPTION

Inventory
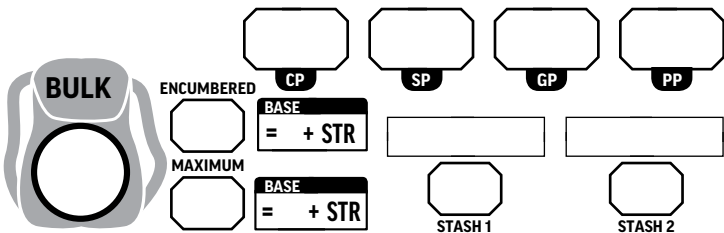
LOADOUT		INVEST	QTY	BULK[1]	LOADOUT		INVEST	QTY	BULK[1]

BULK

ENCUMBERED

MAXIMUM

BASE = + STR

BASE = + STR

CP   SP   GP   PP

STASH 1   **STASH 2**

NOTES

Character Sketch

Personality

Convictions

Backstory

Important Symbol

SIGNIFICANCE

Campaign Notes

ALLIES

ENEMIES

ORGANZATIONS

NOTES

NOTES

Spell Attack

⬡ = [KEY] [T][E][M][L]

Spell DC

DC BASE
⬡ = 10 [KEY] [T][E][M][L]

Magical Tradition

ARCANE   OCCULT

PRIMAL   DIVINE

☐ PREPARED   ☐ SPONTANEOUS

Resources

FOCUS POINTS
CURRENT   MAX
[   ] [   ]

[   ]

CURRENT   MAX
[   ] [   ]

Spell Slots Per Day

CANTRIP LEVEL	1st	2nd	3rd
	4th	5th	6th
	7th	8th	9th	10th

Spells and Powers

NAME	TYPE	PAGE	M S V

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