

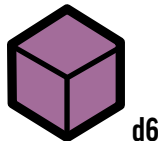
PATHFINDER

BEGINNER BOX

DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED
0

TRAINED
2 + level

EXPERT
4 + level

CHARACTER NAME

A ANCESTRY

HERITAGE

ANCESTRY ABILITY

B BACKGROUND

BACKGROUND ABILITY

D ABILITY MODIFIERS

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

E HIT POINTS

MAXIMUM CURRENT

NOTES

F SPEED

STRIDE \rightarrow (move)
Move up to your Speed

G SKILLS

ACROBATICS = + $\frac{D}{E}$ - ARMOR
DEX PROF
ARCANA = + $\frac{D}{E}$
INT PROF
ATHLETICS = + $\frac{D}{E}$ - ARMOR
STR PROF
CRAFTING = + $\frac{D}{E}$
INT PROF
DECEPTION = + $\frac{D}{E}$
CHA PROF
DIPLOMACY = + $\frac{D}{E}$
CHA PROF
INTIMIDATION = + $\frac{D}{E}$
CHA PROF
LORE = + $\frac{D}{E}$
INT PROF
MEDICINE = + $\frac{D}{E}$
WIS PROF
NATURE = + $\frac{D}{E}$
WIS PROF
OCCULTISM = + $\frac{D}{E}$
INT PROF
PERFORMANCE = + $\frac{D}{E}$
CHA PROF
RELIGION = + $\frac{D}{E}$
WIS PROF
SOCIETY = + $\frac{D}{E}$
INT PROF
STEALTH = + $\frac{D}{E}$ - ARMOR
DEX PROF
SURVIVAL = + $\frac{D}{E}$
WIS PROF
THIEVERY = + $\frac{D}{E}$ - ARMOR
DEX PROF

SKILL NOTES

PRONOUNS

ALIGNMENT

L LEVEL

PLAYER NAME

XP

C CLASS

CLASS ABILITIES
(LEVEL 1)

(LEVEL 2)

(LEVEL 3)

H PERCEPTION

$\frac{D}{E}$ = WIS + PROF $\frac{D}{E}$

SENSES AND NOTES

I SAVING THROWS

FORTITUDE = + $\frac{D}{E}$ CON PROF
REFLEX = + $\frac{D}{E}$ DEX PROF
WILL = + $\frac{D}{E}$ WIS PROF

NOTES

J DEFENSES

ARMOR Unarmored Defense $\frac{D}{E}$ Light $\frac{D}{E}$
PROFICIENCIES Medium $\frac{D}{E}$ Heavy $\frac{D}{E}$
AC = 10 + DEX or DEX CAP + PROF + ITEM + OTHER

NOTES

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES Simple $\frac{D}{E}$ Martial $\frac{D}{E}$ Fist $\frac{D}{E}$
Other Weapon Proficiencies $\frac{D}{E}$

MELEE WEAPON

$\frac{D}{E}$ = + $\frac{D}{E}$ DEX/STR PROF
DAMAGE + $\frac{D}{E}$ BLUDGEONING $\frac{D}{E}$ PIERCING $\frac{D}{E}$
DIE STR SLASHING

TRAITS

MELEE WEAPON

$\frac{D}{E}$ = + $\frac{D}{E}$ DEX PROF
DAMAGE + $\frac{D}{E}$ BLUDGEONING $\frac{D}{E}$ PIERCING $\frac{D}{E}$
DIE STR SLASHING

TRAITS

RANGED WEAPON

$\frac{D}{E}$ = + $\frac{D}{E}$ DEX PROF
DAMAGE + PIERCING $\frac{D}{E}$ FEET
DIE STR (thrown) RANGE INC. RELOAD

TRAITS

AMMO

M N Equipment and Spells on Reverse Side

M EQUIPMENTSPGF




ITEMS

[illegible]

N SPELLCASTING

SPELL ATTACK ROLL  =  + 

INT PROF

SPELL DC  = 10 +  +  **T**

INT **PROF**

CANTRIPS

5

**PREPARED
PER DAY**

PREP	PREP
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<input type="checkbox"/>	<input type="checkbox"/>
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1ST-LEVEL SPELLS

7

**PREPARED
PER DAY**

PREP

2ND-LEVEL SPELLS

7

**PREPARED
PER DAY**

PREP

P ADVENTURE LOG

[illegible]

Q NOTES

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Two Actions



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TRAINED

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EXPERT

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