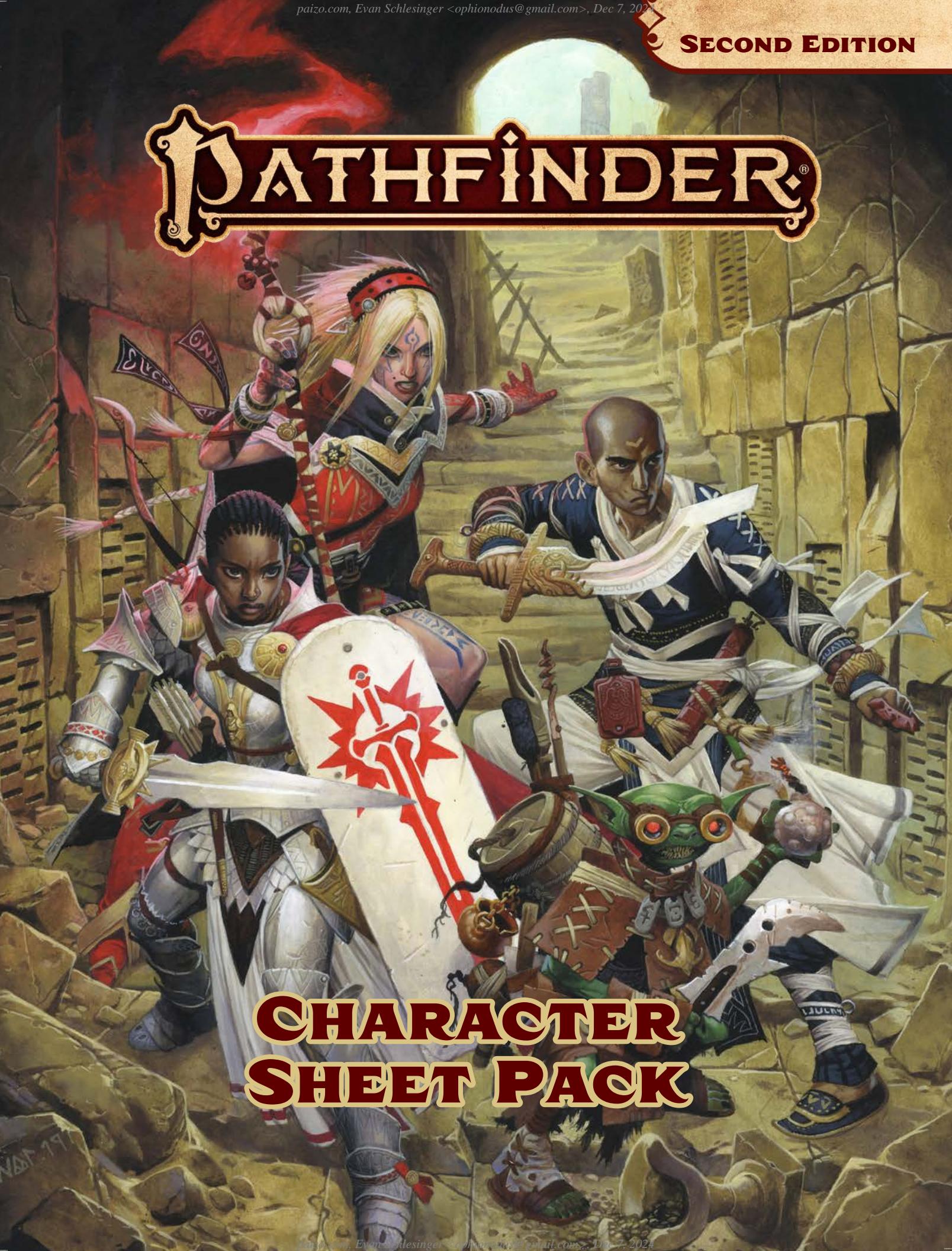


# PATHFINDER®

## CHARACTER SHEET PACK



# 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         | ANCESTRY AND HERITAGE |             |        | LEVEL |
| PLAYER NAME            | BACKGROUND            |             |        |       |
| EXPERIENCE POINTS (XP) | CLASS                 | HERO POINTS |        |       |
|                        | SIZE                  | ALIGNMENT   | TRAITS |       |
|                        | DEITY                 |             |        |       |

| <b>ABILITY SCORES</b> |                     |
|-----------------------|---------------------|
| STR MODIFIER          | STRENGTH SCORE      |
| DEX MODIFIER          | DEXTERITY SCORE     |
| CON MODIFIER          | CONSTITUTION SCORE  |
| INT MODIFIER          | INTELLIGENCE SCORE  |
| WIS MODIFIER          | WISDOM SCORE        |
| CHA MODIFIER          | CHARISMA SCORE      |
| <b>CLASS DC</b>       |                     |
| DC BASE = 10          | KEY PROF TEM L ITEM |

|       |      |                        |
|-------|------|------------------------|
| SPEED | FEET | MOVEMENT TYPES & NOTES |
|-------|------|------------------------|

| <b>MELEE STRIKES</b> |     |                     |         |        |  |
|----------------------|-----|---------------------|---------|--------|--|
| WEAPON               |     | STR PROF TEM L ITEM |         |        |  |
| DICE                 | STR | B W SPEC            | P OTHER | TRAITS |  |
|                      |     |                     |         |        |  |
| WEAPON               |     | STR PROF TEM L ITEM |         |        |  |
| DICE                 | STR | B W SPEC            | P OTHER | TRAITS |  |
|                      |     |                     |         |        |  |
| WEAPON               |     | STR PROF TEM L ITEM |         |        |  |
| DICE                 | STR | B W SPEC            | P OTHER | TRAITS |  |
|                      |     |                     |         |        |  |

| <b>RANGED STRIKES</b> |         |                     |         |        |  |
|-----------------------|---------|---------------------|---------|--------|--|
| WEAPON                |         | DEX PROF TEM L ITEM |         |        |  |
| DICE                  | SPECIAL | B W SPEC            | P OTHER | TRAITS |  |
|                       |         |                     |         |        |  |
| WEAPON                |         | DEX PROF TEM L ITEM |         |        |  |
| DICE                  | SPECIAL | B W SPEC            | P OTHER | TRAITS |  |
|                       |         |                     |         |        |  |
| WEAPON                |         | DEX PROF TEM L ITEM |         |        |  |
| DICE                  | SPECIAL | B W SPEC            | P OTHER | TRAITS |  |
|                       |         |                     |         |        |  |

| <b>WEAPON PROFICIENCIES</b> |               |             |             |      |       |
|-----------------------------|---------------|-------------|-------------|------|-------|
| SIMPLE TEM L                | MARTIAL TEM L | OTHER TEM L | OTHER TEM L | ITEM | ARMOR |

| <b>ARMOR CLASS</b>   |              |                 |             |              |             |
|----------------------|--------------|-----------------|-------------|--------------|-------------|
| AC                   | DC BASE = 10 | DEX OR          | CAP PROF    | TEM L        | ITEM        |
|                      |              | UNARMORED TEM L | LIGHT TEM L | MEDIUM TEM L | HEAVY TEM L |
|                      |              |                 |             |              |             |
|                      |              | Shield +        | HARDNESS    | MAX HP BT    | CURRENT HP  |
|                      |              |                 |             |              |             |
| <b>SAVING THROWS</b> |              |                 |             |              |             |
| FORTITUDE            |              | REFLEX          |             | WILL         |             |
| CON                  | PROF         | DEX             | PROF        | WIS          | PROF        |
| ITEM                 | TEM L        | ITEM            | TEM L       | ITEM         | TEM L       |
| NOTES                |              |                 |             |              |             |

| <b>HIT POINTS</b>          |         |           |       |         |  |
|----------------------------|---------|-----------|-------|---------|--|
| MAX                        | CURRENT | TEMPORARY | DYING | WOUNDED |  |
|                            |         |           |       |         |  |
| RESISTANCES AND IMMUNITIES |         |           |       |         |  |
| CONDITIONS                 |         |           |       |         |  |
| <b>PERCEPTION</b>          |         |           |       |         |  |
| WIS                        | PROF    | TEM L     | ITEM  |         |  |
|                            |         |           |       |         |  |
| SENSES                     |         |           |       |         |  |

| <b>SKILLS</b>    |          |       |      |       |  |
|------------------|----------|-------|------|-------|--|
| ACROBATICS       | DEX PROF | TEM L | ITEM | ARMOR |  |
| ARCANA           | INT PROF | TEM L | ITEM |       |  |
| ATHLETICS        | STR PROF | TEM L | ITEM | ARMOR |  |
| CRAFTING         | INT PROF | TEM L | ITEM |       |  |
| DECEPTION        | CHA PROF | TEM L | ITEM |       |  |
| DIPLOMACY        | CHA PROF | TEM L | ITEM |       |  |
| INTIMIDATION     | CHA PROF | TEM L | ITEM |       |  |
| LORE             | INT PROF | TEM L | ITEM |       |  |
| LORE             | INT PROF | TEM L | ITEM |       |  |
| MEDICINE         | WIS PROF | TEM L | ITEM |       |  |
| NATURE           | WIS PROF | TEM L | ITEM |       |  |
| OCCULTISM        | INT PROF | TEM L | ITEM |       |  |
| PERFORMANCE      | CHA PROF | TEM L | ITEM |       |  |
| RELIGION         | WIS PROF | TEM L | ITEM |       |  |
| SOCIETY          | INT PROF | TEM L | ITEM |       |  |
| STEALTH          | DEX PROF | TEM L | ITEM | ARMOR |  |
| SURVIVAL         | WIS PROF | TEM L | ITEM |       |  |
| THIEVERY         | DEX PROF | TEM L | ITEM | ARMOR |  |
| <b>LANGUAGES</b> |          |       |      |       |  |

**ANCESTRY FEATS AND ABILITIES**SPECIAL 1<sup>ST</sup>HERITAGE 1<sup>ST</sup>FEAT 1<sup>ST</sup>FEAT 5<sup>TH</sup>FEAT 9<sup>TH</sup>FEAT 13<sup>TH</sup>FEAT 17<sup>TH</sup>**SKILL FEATS**

BACKGROUND

2<sup>ND</sup>4<sup>TH</sup>6<sup>TH</sup>8<sup>TH</sup>10<sup>TH</sup>12<sup>TH</sup>14<sup>TH</sup>16<sup>TH</sup>18<sup>TH</sup>20<sup>TH</sup>**GENERAL FEATS**3<sup>RD</sup>7<sup>TH</sup>11<sup>TH</sup>15<sup>TH</sup>19<sup>TH</sup>**ACTIONS AND ACTIVITIES**

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

**FREE ACTIONS AND REACTIONS**

|      |   |        |      |
|------|---|--------|------|
| NAME | <input checked="" type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|------|---|--------|------|

|         |
|---------|
| TRIGGER |
|---------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

**CLASS FEATS AND ABILITIES**FEATURE 1<sup>ST</sup>FEATURE 1<sup>ST</sup>FEAT 1<sup>ST</sup>FEAT 2<sup>ND</sup>FEATURE 3<sup>RD</sup>FEAT 4<sup>TH</sup>FEATURE 5<sup>TH</sup>FEAT 6<sup>TH</sup>FEATURE 7<sup>TH</sup>FEAT 8<sup>TH</sup>FEATURE 9<sup>TH</sup>FEAT 10<sup>TH</sup>FEATURE 11<sup>TH</sup>FEAT 12<sup>TH</sup>FEATURE 13<sup>TH</sup>FEAT 14<sup>TH</sup>FEATURE 15<sup>TH</sup>FEAT 16<sup>TH</sup>FEATURE 17<sup>TH</sup>FEAT 18<sup>TH</sup>FEATURE 19<sup>TH</sup>FEAT 20<sup>TH</sup>**BONUS FEATS**

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

|      |   |        |      |
|------|---|--------|------|
| NAME | <input checked="" type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|------|---|--------|------|

|         |
|---------|
| TRIGGER |
|---------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

**CHARACTER SKETCH**

|                    |             |            |        |                   |    |    |
|--------------------|-------------|------------|--------|-------------------|----|----|
| ETHNICITY          | NATIONALITY | BIRTHPLACE | AGE    | GENDER & PRONOUNS | HT | WT |
| APPEARANCE         |             |            |        |                   |    |    |
| <b>PERSONALITY</b> |             |            |        |                   |    |    |
| ATTITUDE           |             |            |        |                   |    |    |
| BELIEFS            |             |            |        |                   |    |    |
| LIKES              |             |            |        | DISLIKES          |    |    |
| CATCHPHRASES       |             |            |        |                   |    |    |
| <b>PARTY</b>       |             |            |        |                   |    |    |
| CHARACTER          |             |            | PLAYER | NOTES             |    |    |

**CAMPAIN NOTES**

|      |         |        |               |          |
|------|---------|--------|---------------|----------|
| DATE | DETAILS | STATUS | ALLIES        | LOCATION |
|      |         |        |               |          |
|      |         |        | ENEMIES       | LOCATION |
|      |         |        |               |          |
|      |         |        | ORGANIZATIONS | LOCATION |
|      |         |        |               |          |

**ACHIEVEMENTS**

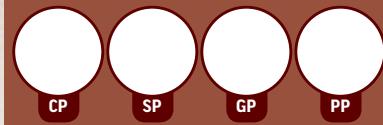
|                        |  |                          |  |
|------------------------|--|--------------------------|--|
| HIGHEST DAMAGE DEALT   |  | MOST FOES IN ONE BATTLE  |  |
| HIGHEST CHECK TOTAL    |  | MOST GP GAINED AT ONCE   |  |
| DEATHS                 |  | FARTHEST DISTANCE FALLEN |  |
| STRONGEST FOE DEFEATED |  |                          |  |
| TITLES CLAIMED         |  |                          |  |

**WORN ITEMS**

|          |      |                      |
|----------|------|----------------------|
| INVESTED | BULK | <input type="text"/> |

|          |      |                      |
|----------|------|----------------------|
| INVESTED | BULK | <input type="text"/> |

MAXIMUM 10 INVESTED ITEMS  
TOTAL BULK

**COINS**

STORED MONEY

LOCATION

**GEMS AND ART OBJECTS**

| ITEM | PRICE | BULK |
|------|-------|------|
|      |       |      |

TOTALS

**HOLDINGS AND ASSETS**

|  | PRICE |
|--|-------|
|  |       |

**PERMANENT ITEMS**

| HELD |  | BULK |
|------|--|------|
|      |  |      |

TOTAL

**CONSUMABLES**

| ITEM | BULK |
|------|------|
|      |      |

TOTAL

**SUPPLIES**

|            |                      |      |         |                      |      |
|------------|----------------------|------|---------|----------------------|------|
| RATIONS    | <input type="text"/> | DAYS | ROPE    | <input type="text"/> | FEET |
| WATER      | <input type="text"/> | DAYS | TORCHES | <input type="text"/> |      |
| AMMUNITION | <input type="text"/> |      |         | <input type="text"/> |      |



|            |                      |     |
|------------|----------------------|-----|
| ENCUMBERED | BASE                 | STR |
| = 5        | <input type="text"/> |     |
| MAXIMUM    | BASE                 | STR |
| = 10       | <input type="text"/> |     |

**ENCUMBERED DEFINITION**

You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

**BULK**

| <b>SPELL ATTACK ROLL</b>   |           |             |   |        | <b>SPELL SLOTS PER DAY</b>   |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|--|-----------|-------------|---|--------|--|-----|------|---|---|--|---|--|--|--|---------------|---------|--|--|-----------|---|---|---------|--|--|---|---|---|
|  | KEY       | PROF        | T | M      | L  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| <b>SPELL DC</b>  |           |             |   |        | DC BASE  | KEY | PROF | T | E | M  | L |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | = 10      |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| <b>MAGIC TRADITIONS</b>  |           |             |   |        | <b>CANTRIPS</b>  |     |      |   |   |  |   |  |  |  | <b>SPELLS</b> |         |  |  |           |   |   |         |  |  |   |   |   |
| ARCANE   |           |             |   | OCCULT |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| PRIMAL   |           |             |   | DIVINE |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| PREPARED   |           | SPONTANEOUS |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| <b>INNATE SPELLS</b>   |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| TRADITION <input type="text"/>   |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | LVL       |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | FREQUENCY |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | ACTIONS   |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | FREQUENCY |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | FREQUENCY |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | ACTIONS   |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | FREQUENCY |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | ACTIONS   |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | LVL       |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | FREQUENCY |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | ACTIONS   |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| <b>FOCUS SPELLS</b>  |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| FOCUS POINTS <input type="text"/> CURRENT <input type="text"/> MAXIMUM <input type="text"/>  |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| TRADITION <input type="text"/> PAGE <input type="text"/>   |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
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|  | M         | S           | V |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| <b>SPELLCASTING ABILITIES</b>  |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| NAME <input type="text"/> ACTIONS <input type="text"/> TRAITS <input type="text"/> PAGE <input type="text"/>   |           |             |   |        | NAME <input type="text"/> ACTIONS <input type="text"/> TRAITS <input type="text"/> PAGE <input type="text"/> |     |      |   |   | NAME <input type="text"/> ACTIONS <input type="text"/> TRAITS <input type="text"/> PAGE <input type="text"/> |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| DESCRIPTION <input type="text"/>   |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| DESCRIPTION <input type="text"/>   |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| NAME <input type="text"/> ACTIONS <input type="text"/> TRAITS <input type="text"/> PAGE <input type="text"/>   |           |             |   |        | OTHER SPELL MODIFICATIONS <input type="text"/>   |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |
| DESCRIPTION <input type="text"/>   |           |             |   |        |  |     |      |   |   |  |   |  |  |  |               |         |  |  |           |   |   |         |  |  |   |   |   |

**SPELLS**

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
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| LVL      | PREP |
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| ACTIONS  |      |
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| LVL      | PREP |
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| LVL      | PREP |
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| ACTIONS  |      |
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| LVL      | PREP |
|----------|------|
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| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
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| ACTIONS  |      |
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| LVL      | PREP |
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| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
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|          |      |
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| ACTIONS  |      |
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| LVL      | PREP |
|----------|------|
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| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
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| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
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| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
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| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
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| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

| LVL      | PREP |
|----------|------|
|          |      |
| HEIGHTEN |      |
| ACTIONS  |      |
| M S V    |      |

**RITUALS**

# PATHFINDER

## COMPANION SHEET

|                          |                        |   |                                      |                                    |       |
|--------------------------|------------------------|---|--------------------------------------|------------------------------------|-------|
| COMPANION NAME           |                        | LEVEL                                   |                                      | COMPANION SKETCH                   |       |
| Type                     | Size                   |   |                                      |                                    |       |
| <b>ABILITY MODIFIERS</b> |                        | <b>ARMOR CLASS</b>                      |                                      |                                    |       |
| <b>STR</b><br>MODIFIER   | <b>DEX</b><br>MODIFIER | AC<br>DC BASE<br>= 10                   | DEX CAP PROF<br>OR                   | T E M L                            | ITEM  |
| <b>CON</b><br>MODIFIER   | <b>INT</b><br>MODIFIER | UNARMORED<br>T E M L                    | BARDING<br>T E M L                   |                                    |       |
| <b>WIS</b><br>MODIFIER   | <b>CHA</b><br>MODIFIER |   |                                      |                                    |       |
| <b>PERCEPTION</b>        |                        | <b>SAVING THROWS</b>                    |                                      |                                    |       |
| WIS PROF T E M L         | NOTES                  | <b>FORTITUDE</b><br>CON PROF<br>T E M L | <b>REFLEX</b><br>DEX PROF<br>T E M L | <b>WILL</b><br>WIS PROF<br>T E M L |       |
| SENSES                   |                        |   |                                      |                                    |       |
| <b>HIT POINTS</b>        |                        |   |                                      |                                    |       |
| SPEED FEET               | MOVEMENT TYPES & NOTES |   |                                      |                                    |       |
| <b>MELEE STRIKES</b>     |                        |   |                                      |                                    |       |
| UNARMED ATTACK           |                        | TRAITS                                  |                                      |                                    |       |
| DICE STR                 | B P S EXTRA OTHER      | STR PROF T E M L                        |                                      |                                    | ARMOR |
| UNARMED ATTACK           |                        | TRAITS                                  |                                      |                                    |       |
| DICE STR                 | B P S EXTRA OTHER      | STR PROF T E M L                        |                                      |                                    | ARMOR |
| SUPPORT                  |                        |   |                                      |                                    |       |
| <b>ADVANCEMENT</b>       |                        |   |                                      |                                    |       |
| MATURE                   | NIMBLE                 | SAVAGE                                  |                                      |                                    |       |
| <b>ADVANCED MANEUVER</b> |                        |   |                                      |                                    |       |
| NAME                     |                        | ACTIONS                                 | TRAITS                               | PAGE                               |       |
| DESCRIPTION              |                        |   |                                      |                                    |       |
| <b>COMPANION ITEMS</b>   |                        |   |                                      |                                    |       |
| INVESTED BULK            |                        | INVESTED BULK                           |                                      |                                    |       |
| <b>SKILLS</b>            |                        |   |                                      |                                    |       |
| ACROBATICS               | = DEX PROF T E M L     | ARMOR                                   |                                      |                                    |       |
| ATHLETICS                | = STR PROF T E M L     | ARMOR                                   |                                      |                                    |       |
| DECEPTION                | = CHA PROF T E M L     |   |                                      |                                    |       |
| DIPLOMACY                | = CHA PROF T E M L     |   |                                      |                                    |       |
| INTIMIDATION             | = CHA PROF T E M L     |   |                                      |                                    |       |
| PERFORMANCE              | = CHA PROF T E M L     |   |                                      |                                    |       |
| STEALTH                  | = DEX PROF T E M L     | ARMOR                                   |                                      |                                    |       |
| SURVIVAL                 | = WIS PROF T E M L     |   |                                      |                                    |       |
| THIEVERY                 | = DEX PROF T E M L     | ARMOR                                   |                                      |                                    |       |
| <b>DETAILS</b>           |                        |   |                                      |                                    |       |
| VARIETY                  | AGE                    | GENDER & PRONOUNS                       | HT                                   | WT                                 |       |
| ATTITUDE                 |                        |   |                                      |                                    |       |
| LIKES                    |                        | DISLIKES                                |                                      |                                    |       |
| NOTES                    |                        |   |                                      |                                    |       |

## FORMULAS

| LEVEL |  | PRICE | LEVEL |  | PRICE | LEVEL |  | PRICE |
|-------|--|-------|-------|--|-------|-------|--|-------|
|       |  |       |       |  |       |       |  |       |

### CRAFT

#### REQUIREMENTS

You craft an item of your level or lower. You must have master proficiency to craft an item that's 9th level or higher or legendary proficiency to craft 16th or higher. You must have raw materials equal to 1/2 Price.

#### SUCCESS & FAILURE

**Critical Success** Reduce materials for extra days by level + 1 and rank.  
**Success** Reduce by level and rank.  
**Critical Failure** Ruin 10% of raw materials.

### CRAFTING FEATS

#### ALCHEMICAL CRAFTING

#### MAGICAL CRAFTING

#### SNARE CRAFTING

#### IMPECCABLE CRAFTING

#### SPECIALTY CRAFTING

#### INVENTOR

### MONEY TABLE

| LEVEL     | FAIL   | TRAINED | EXPERT | MASTER | LEGENDARY |
|-----------|--------|---------|--------|--------|-----------|
| 0         | 1 cp   | 5 cp    | 5 cp   | 5 cp   | 5 cp      |
| 1         | 2 cp   | 2 sp    | 2 sp   | 2 sp   | 2 sp      |
| 2         | 4 cp   | 3 sp    | 3 sp   | 3 sp   | 3 sp      |
| 3         | 8 cp   | 5 sp    | 5 sp   | 5 sp   | 5 sp      |
| 4         | 1 sp   | 7 sp    | 8 sp   | 8 sp   | 8 sp      |
| 5         | 2 sp   | 9 sp    | 1 gp   | 1 gp   | 1 gp      |
| 6         | 3 sp   | 1.5 gp  | 2 gp   | 2 gp   | 2 gp      |
| 7         | 4 sp   | 2 gp    | 2.5 gp | 2.5 gp | 2.5 gp    |
| 8         | 5 sp   | 2.5 gp  | 3 gp   | 3 gp   | 3 gp      |
| 9         | 6 sp   | 3 gp    | 4 gp   | 4 gp   | 4 gp      |
| 10        | 7 sp   | 4 gp    | 5 gp   | 6 gp   | 6 gp      |
| 11        | 8 sp   | 5 gp    | 6 gp   | 8 gp   | 8 gp      |
| 12        | 9 sp   | 6 gp    | 8 gp   | 10 gp  | 10 gp     |
| 13        | 1 gp   | 7 gp    | 10 gp  | 15 gp  | 15 gp     |
| 14        | 1.5 gp | 8 gp    | 15 gp  | 20 gp  | 20 gp     |
| 15        | 2 gp   | 10 gp   | 20 gp  | 28 gp  | 28 gp     |
| 16        | 2.5 gp | 13 gp   | 25 gp  | 36 gp  | 40 gp     |
| 17        | 3 gp   | 15 gp   | 30 gp  | 45 gp  | 55 gp     |
| 18        | 4 gp   | 20 gp   | 45 gp  | 70 gp  | 90 gp     |
| 19        | 6 gp   | 30 gp   | 60 gp  | 100 gp | 130 gp    |
| 20        | 8 gp   | 40 gp   | 75 gp  | 150 gp | 200 gp    |
| 20 (crit) | –      | 50 gp   | 90 gp  | 175 gp | 300 gp    |

### CRAFTING ACHIEVEMENTS

#### STRONGEST ITEM CRAFTED

#### PERMANENT ITEMS CRAFTED

### SPECIFIC CRAFTING NOTES

# 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

SIZE      ALIGNMENT

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 = 10 | INT | PROF | TEM L |

| SPEED | FEET | MOVEMENT TYPES & NOTES |
|-------|------|------------------------|
|-------|------|------------------------|

| MELEE STRIKES |                       |          |       |        |  |
|---------------|-----------------------|----------|-------|--------|--|
| WEAPON        | = STR PROF TEM L ITEM |          |       |        |  |
| DAMAGE        | STR                   | B W SPEC | OTHER | TRAITS |  |
| DICE          | STR                   | B W SPEC | OTHER | TRAITS |  |
| WEAPON        | = STR PROF TEM L ITEM |          |       |        |  |
| DAMAGE        | STR                   | B W SPEC | OTHER | TRAITS |  |
| DICE          | STR                   | B W SPEC | OTHER | TRAITS |  |

| RANGED STRIKES  |                       |        |        |               |                       |
|-----------------|-----------------------|--------|--------|---------------|-----------------------|
| WEAPON          | = DEX PROF TEM L ITEM |        |        |               |                       |
| Alchemical Bomb | = DEX PROF TEM L ITEM |        |        |               |                       |
| BOMBS           | Type                  | DAMAGE | SPLASH | OTHER EFFECTS | WEAPON SPECIALIZATION |
|                 |                       |        |        |               |                       |

| WEAPON | = DEX PROF TEM L ITEM |       |        |  |  |
|--------|-----------------------|-------|--------|--|--|
| DAMAGE | B W SPEC              | OTHER | TRAITS |  |  |
| DICE   | B W SPEC              | OTHER | TRAITS |  |  |
| DICE   | B W SPEC              | OTHER | TRAITS |  |  |

| WEAPON PROFICIENCIES |               |               |             |                 |
|----------------------|---------------|---------------|-------------|-----------------|
| SIMPLE TEM L         | MARTIAL TEM L | UNARMED TEM L | OTHER TEM L | Alchemical bomb |

| ARMOR CLASS     |             |              |             |            |      |
|-----------------|-------------|--------------|-------------|------------|------|
| DC BASE = 10    | DEX OR      | CAP          | PROF        | TEM L      | ITEM |
| UNARMORED TEM L | LIGHT TEM L | MEDIUM TEM L | HEAVY TEM L |            |      |
| Shield +        | HARDNESS    | MAX HP       | BT          | CURRENT HP |      |
|                 |             |              |             |            |      |

| HIT POINTS                 |         |           |  |
|----------------------------|---------|-----------|--|
| MAX                        | CURRENT | TEMPORARY |  |
|                            |         |           |  |
| 8+CON PER LEVEL            | DYING   | WOUNDED   |  |
| RESISTANCES AND IMMUNITIES |         |           |  |
| CONDITIONS                 |         |           |  |

| PERCEPTION          |  |  |  |
|---------------------|--|--|--|
| WIS PROF TEM L ITEM |  |  |  |
| SENSES              |  |  |  |

| SKILLS CRAFTING AND 3 + INT |                     |  |  |  |       |
|-----------------------------|---------------------|--|--|--|-------|
| ACROBATICS                  | DEX PROF TEM L ITEM |  |  |  | ARMOR |
| ARCANA                      | INT PROF TEM L ITEM |  |  |  |       |
| ATHLETICS                   | STR PROF TEM L ITEM |  |  |  | ARMOR |
| CRAFTING                    | INT PROF TEM L ITEM |  |  |  |       |
| DECEPTION                   | CHA PROF TEM L ITEM |  |  |  |       |
| DIPLOMACY                   | CHA PROF TEM L ITEM |  |  |  |       |
| INTIMIDATION                | CHA PROF TEM L ITEM |  |  |  |       |
| LORE                        | INT PROF TEM L ITEM |  |  |  |       |
| LORE                        | INT PROF TEM L ITEM |  |  |  |       |
| MEDICINE                    | WIS PROF TEM L ITEM |  |  |  |       |
| NATURE                      | WIS PROF TEM L ITEM |  |  |  |       |
| OCCULTISM                   | INT PROF TEM L ITEM |  |  |  |       |
| PERFORMANCE                 | CHA PROF TEM L ITEM |  |  |  |       |
| RELIGION                    | WIS PROF TEM L ITEM |  |  |  |       |
| SOCIETY                     | INT PROF TEM L ITEM |  |  |  |       |
| STEALTH                     | DEX PROF TEM L ITEM |  |  |  | ARMOR |
| SURVIVAL                    | WIS PROF TEM L ITEM |  |  |  |       |
| THIEVERY                    | DEX PROF TEM L ITEM |  |  |  | ARMOR |

## LANGUAGES

| ANCESTRY FEATS AND ABILITIES |      |
|------------------------------|------|
| SPECIAL                      | 1ST  |
| HERITAGE                     | 1ST  |
| FEAT                         | 1ST  |
| FEAT                         | 5TH  |
| FEAT                         | 9TH  |
| FEAT                         | 13TH |
| FEAT                         | 17TH |

**SKILL FEATS**

| BACKGROUND |  |
|------------|--|
| 2ND        |  |
| 4TH        |  |
| 6TH        |  |
| 8TH        |  |
| 10TH       |  |
| 12TH       |  |
| 14TH       |  |
| 16TH       |  |
| 18TH       |  |
| 20TH       |  |

**GENERAL FEATS**

|      |
|------|
| 3RD  |
| 7TH  |
| 11TH |
| 15TH |
| 19TH |

**ALCHEMY**

| INFUSED REAGENTS   | LEVEL + INT PER DAY |
|--|---------------------|
| <b>Advanced Alchemy</b> During daily preparations, use infused reagents to create alchemical items without a Crafting check. For each batch spent, choose an item of your level or lower and make two of it. They have the infused trait and lasts for 24 hours or until your next preparations.   |                     |
| <b>Quick Alchemy</b> ♦ Cost 1 batch of infused reagents; Requirements You have alchemist's tools, the formula for the alchemical item you're creating, and a free hand. Effect Create a single alchemical item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost or need to attempt a Crafting check. This item has the infused trait, remaining potent only until the start of your next turn. |                     |
| RESEARCH FIELD   |                     |

**FREE ACTIONS AND REACTIONS**

| NAME        | ■ FREE ACTION<br>■ REACTION | TRAITS | PAGE |
|-------------|-----------------------------|--------|------|
| TRIGGER     |                             |        |      |
| DESCRIPTION |                             |        |      |

**CLASS FEATS AND ABILITIES**

|          |   |           |
|----------|---|-----------|
| FORMULAS | Alchemy Gain the Alchemical Crafting feat, infused reagents, advanced alchemy, and Quick Alchemy.<br><b>Alchemical Crafting</b> You can use Craft to create alchemical items.<br><b>Formula Book</b> Contains six 1st-level alchemical item formulas, plus two based on your research field. Each time you level up, add two formulas of any level you can create.<br><b>Research Field</b> | 1ST       |
| +2       | FEAT 1ST  |           |
| +2       | FEAT 2ND  |           |
| +2       | 3RD   |           |
| +2       | FEAT 4TH  |           |
| +2       | Field Discovery _____   |           |
| +2       | 5TH   |           |
| +2       | FEAT 6TH  |           |
| +2       | <b>Alchemical Weapon Expertise</b> Gain expert proficiency with simple weapons, unarmed attacks, and alchemical bombs.<br><b>Iron Will</b> Gain expert Will.<br><b>Perpetual Infusions</b> Create two 1st-level items with Quick Alchemy without spending reagents. The items depend on your research field.  | 7TH       |
| +2       | FEAT 8TH  |           |
| +2       | <b>Alchemical Expertise</b> Gain expert class DC.<br><b>Alertness</b> Gain expert Perception.<br><b>Double Brew</b> You can spend two batches with Quick Alchemy to make two items at once.   | 9TH       |
| +2       | FEAT 10TH   |           |
| +2       | <b>Juggernaut</b> Gain master Fortitude. Successes on Fortitude saves are critical successes.<br><b>Perpetual Potency</b> Increase perpetual infusions to their moderate versions.  | 11TH      |
| +2       | FEAT 12TH   |           |
| +2       | <b>Greater Field Discovery</b><br><b>Light Armor Expertise</b> Gain expert proficiency in light armor and unarmored defense.<br><b>Weapon Specialization</b> +2 damage if expert, +3 master, +4 legendary.  | 13TH      |
| +2       | FEAT 14TH   |           |
| +2       | <b>Alchemical Alacrity</b> You can spend three batches with Quick Alchemy to make three items.<br><b>Evasion</b> Gain master Reflex. Successes on Reflex saves are critical successes.  | 15TH      |
| +2       | FEAT 16TH   |           |
| +2       | <b>Alchemical Mastery</b> Gain master class DC.<br><b>Perpetual Perfection</b> Increase perpetual infusions to their greater versions.  | 17TH      |
| +2       | FEAT 18TH   |           |
| +2       | 19TH  |           |
| +2       | <b>Light Armor Mastery</b> Gain master light armor and unarmored defense.   | FEAT 20TH |

**ACTIONS AND ACTIVITIES**

| NAME        | ACTIONS | TRAITS | PAGE |
|-------------|---------|--------|------|
| DESCRIPTION |         |        |      |
|             |         |        |      |
| NAME        | ACTIONS | TRAITS | PAGE |
| DESCRIPTION |         |        |      |
|             |         |        |      |

**FREE ACTIONS AND REACTIONS**

| NAME        | ■ FREE ACTION<br>■ REACTION | TRAITS | PAGE |
|-------------|-----------------------------|--------|------|
| TRIGGER     |                             |        |      |
| DESCRIPTION |                             |        |      |

# 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         | ANCESTRY AND HERITAGE | LEVEL       |
| PLAYER NAME            | BACKGROUND            |             |
| EXPERIENCE POINTS (XP) | SIZE                  | ALIGNMENT   |
|                        | DEITY                 | HERO POINTS |



|                       |                     |
|-----------------------|---------------------|
| <b>ABILITY SCORES</b> |                     |
| STR MODIFIER          | STRENGTH SCORE      |
| DEX MODIFIER          | DEXTERITY SCORE     |
| CON MODIFIER          | CONSTITUTION SCORE  |
| INT MODIFIER          | INTELLIGENCE SCORE  |
| WIS MODIFIER          | WISDOM SCORE        |
| CHA MODIFIER          | CHARISMA SCORE      |
| <b>CLASS DC</b>       |                     |
| DC BASE = 10          | STR PROF TEM L ITEM |

|                      |  |          |            |          |            |
|----------------------|--|----------|------------|----------|------------|
| <b>ARMOR CLASS</b>   |  |          |            |          |            |
| AC                   | DC BASE = 10<br>OR<br>UNARMORED TEM L LIGHT TEM L MEDIUM TEM L HEAVY TEM L |          |            |          |            |
| Shield +             | HARDNESS MAX HP BT CURRENT HP  |          |            |          |            |
| <b>SAVING THROWS</b> |  |          |            |          |            |
| FORTITUDE            |  | REFLEX   |            | WILL     |            |
| CON PROF             | ITEM TEM L   | DEX PROF | ITEM TEM L | WIS PROF | ITEM TEM L |
| NOTES                |  |          |            |          |            |

|                            |                   |
|----------------------------|-------------------|
| <b>HIT POINTS</b>          |                   |
| MAX                        | CURRENT TEMPORARY |
| DYING                      | WOUNDED           |
| 12+CON PER LEVEL           |                   |
| RESISTANCES AND IMMUNITIES |                   |
| RAGING RESISTANCE          |                   |
| CONDITIONS                 |                   |
| <b>PERCEPTION</b>          |                   |
| WIS PROF TEM L ITEM        | SENSES            |

|                                   |                       |
|-----------------------------------|-----------------------|
| <b>MOVEMENT TYPES &amp; NOTES</b> |                       |
| <b>SPEED</b>                      | <b>FEET</b>           |
| <b>MELEE STRIKES</b>              |                       |
| WEAPON                            | = STR PROF TEM L ITEM |
| DAMAGE DICE STR                   | W SPEC OTHER TRAITS   |
| WEAPON                            | = STR PROF TEM L ITEM |
| DAMAGE DICE STR                   | W SPEC OTHER TRAITS   |
| WEAPON                            | = STR PROF TEM L ITEM |
| DAMAGE DICE STR                   | W SPEC OTHER TRAITS   |

|                                     |                             |
|-------------------------------------|-----------------------------|
| <b>SKILLS ATHLETICS AND 3 + INT</b> |                             |
| ACROBATICS                          | = DEX PROF TEM L ITEM ARMOR |
| ARCANA                              | = INT PROF TEM L ITEM       |
| ATHLETICS                           | = STR PROF TEM L ITEM ARMOR |
| CRAFTING                            | = INT PROF TEM L ITEM       |
| DECEPTION                           | = CHA PROF TEM L ITEM       |
| DIPLOMACY                           | = CHA PROF TEM L ITEM       |
| INTIMIDATION                        | = CHA PROF TEM L ITEM       |
| LORE                                | = INT PROF TEM L ITEM       |
| LORE                                | = INT PROF TEM L ITEM       |
| MEDICINE                            | = WIS PROF TEM L ITEM       |
| NATURE                              | = WIS PROF TEM L ITEM       |
| OCCULTISM                           | = INT PROF TEM L ITEM       |
| PERFORMANCE                         | = CHA PROF TEM L ITEM       |
| RELIGION                            | = WIS PROF TEM L ITEM       |
| SOCIETY                             | = INT PROF TEM L ITEM       |
| STEALTH                             | = DEX PROF TEM L ITEM ARMOR |
| SURVIVAL                            | = WIS PROF TEM L ITEM       |
| THIEVERY                            | = DEX PROF TEM L ITEM ARMOR |

|                             |                       |               |             |  |
|-----------------------------|-----------------------|---------------|-------------|--|
| <b>RANGED STRIKES</b>       |                       |               |             |  |
| WEAPON                      | = DEX PROF TEM L ITEM |               |             |  |
| DAMAGE DICE SPECIAL         | W SPEC OTHER TRAITS   |               |             |  |
| WEAPON                      | = DEX PROF TEM L ITEM |               |             |  |
| DAMAGE DICE SPECIAL         | W SPEC OTHER TRAITS   |               |             |  |
| WEAPON                      | = DEX PROF TEM L ITEM |               |             |  |
| DAMAGE DICE SPECIAL         | W SPEC OTHER TRAITS   |               |             |  |
| <b>WEAPON PROFICIENCIES</b> |                       |               |             |  |
| SIMPLE TEM L                | MARTIAL TEM L         | UNARMED TEM L | OTHER TEM L |  |

|                  |  |
|------------------|--|
| <b>LANGUAGES</b> |  |
|------------------|--|

**ANCESTRY FEATS AND ABILITIES**

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

**SKILL FEATS**

BACKGROUND

2ND

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

**GENERAL FEATS**

3RD

7TH

11TH

15TH

19TH

**RAGE AND MIGHTY RAGE**

**Rage** ♦ [concentrate, emotion, mental] **Requirements** You aren't fatigued or raging. **Effect** Gain temporary Hit Points equal to your level plus your Con modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- Deal 2 additional damage with melee weapons and unarmed attacks. This damage is halved if your attack is agile.
- Take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

**Mighty Rage** ♦ **Trigger** You Rage. **Effect** Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait. □ 11th

**Quick Rage** After you spend a full turn without raging, you can Rage again without needing to wait a minute. □ 17th

**CLASS FEATS AND ABILITIES**

Rage

Instinct Ability \_\_\_\_\_ 1ST

FEAT 1ST

FEAT 2ND

**Deny Advantage** You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. 3RD

FEAT 4TH

**Brutality** Gain expert simple, martial, and unarmed. While raging, gain critical specialization with melee. 5TH

FEAT 6TH

**Juggernaut** Gain master Fortitude. Successes on Fortitude saves are critical successes.

**Weapon Specialization** +2 damage if expert, +3 if master, +4 if legendary.

**Instinct Specialization Ability:** \_\_\_\_\_ 7TH

FEAT 8TH

**Lightning Reflexes** Gain expert Reflex.

**Raging Resistance** 3+ Con resistance to \_\_\_\_\_ 9TH

FEAT 10TH

**Mighty Rage** Gain expert class DC.

FEAT 11TH

FEAT 12TH

**Greater Juggernaut** Gain legendary Fortitude. Critical failures on Fortitude saves are failures. Take half damage when you fail a Fortitude save against damage.

**Medium Armor Expertise** Gain expert light armor, medium armor, and unarmored defense.

**Weapon Fury** Gain master simple, martial, and unarmed. 13TH

FEAT 14TH

**Greater Weapon Specialization** +4 damage if expert, +6 if master, +8 if legendary.

**Greater Instinct Specialization Ability:** \_\_\_\_\_

**Indomitable Will** Gain master Will. Successes on Will saves are critical successes. 15TH

FEAT 16TH

**Heightened Senses** Gain master Perception.

**Quick Rage**

17TH

FEAT 18TH

**Armor of Fury** Gain master light armor, medium armor, and unarmored defense.

**Devastator** Gain master class DC. Your melee Strikes ignore 10 of your target's resistance to physical damage. 19TH

FEAT 20TH

**ACTIONS AND ACTIVITIES**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

**FREE ACTIONS AND REACTIONS**

| NAME | FREE ACTION | TRAITS | PAGE |
|------|-------------|--------|------|
|------|-------------|--------|------|

|         |
|---------|
| TRIGGER |
|---------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

# 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  | ANCESTRY AND HERITAGE |           |       |             | LEVEL |
| PLAYER NAME   | BACKGROUND            |           |       |             |       |
| EXPERIENCE POINTS (XP)  | SIZE                  | ALIGNMENT | DEITY | 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     |      |         |
| SPELL DC       |                    |      |         |
| DC BASE        | CHA                | PROF | T E M L |
| = 10           |                    |      |         |

| ARMOR CLASS |   |    |            |
|-------------|---|----|------------|
| AC          | DC BASE = 10<br>OR<br>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 |
| NOTES       |   |    |            |

| HIT POINTS                 |         |           |      |
|----------------------------|---------|-----------|------|
| MAX                        | CURRENT | TEMPORARY |      |
| DYING                      |         | WOUNDED   |      |
| 8+CON PER LEVEL            |         |           |      |
| RESISTANCES AND IMMUNITIES |         |           |      |
| CONDITIONS                 |         |           |      |
| PERCEPTION                 |         |           |      |
| WIS                        | PROF    | T E M L   | ITEM |
| SENSES                     |         |           |      |

|       |      |                        |  |  |
|-------|------|------------------------|--|--|
| SPEED | FEET | MOVEMENT TYPES & NOTES |  |  |
|-------|------|------------------------|--|--|

| MELEE STRIKES |   |     |        |         |        |
|---------------|---|-----|--------|---------|--------|
| WEAPON        |  | STR | PROF   | T E M L | ITEM   |
| DAMAGE        | DICE  | STR | W SPEC | OTHER   | TRAITS |
|               |   |     |        |         |        |
| WEAPON        |  | STR | PROF   | T E M L | ITEM   |
| DAMAGE        | DICE  | STR | W SPEC | OTHER   | TRAITS |
|               |   |     |        |         |        |

| RANGED STRIKES |   |         |        |         |        |
|----------------|---|---------|--------|---------|--------|
| WEAPON         |  | DEX     | PROF   | T E M L | ITEM   |
| DAMAGE         | DICE  | SPECIAL | W SPEC | OTHER   | TRAITS |
|                |   |         |        |         |        |
| WEAPON         |  | DEX     | PROF   | T E M L | ITEM   |
| DAMAGE         | DICE  | SPECIAL | W SPEC | OTHER   | TRAITS |
|                |   |         |        |         |        |

| SPELL ATTACK  |        |      |         |
|---|--------|------|---------|
|  | CHA    | PROF | T E M L |
| SPELL   | DAMAGE |      |         |

| WEAPON PROFICIENCIES                               |                 |                 |               |               |
|--|-----------------|-----------------|---------------|---------------|
| SIMPLE T E M L                                     | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L | OTHER T E M L |
| longsword, rapier, sap, shortbow, shortsword, whip |                 |                 |               |               |

## SKILLS OCCULTISM, PERFORMANCE, AND 4 + INT

|              |     |      |         |      |       |
|--------------|-----|------|---------|------|-------|
| 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 |       |
| 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 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****CLASS FEATS AND ABILITIES****SPELLS****5 cantrips,  
2 1st****Occult Spellcasting** Cast occult spells spontaneously from the selections in your repertoire.**Spell Repertoire** You know two 1st-level occult spells and five occult cantrips. When you gain a new spell slot, choose a new spell to your repertoire of the same level.**Composition Spells** Learn the counter performance composition spell and gain 1 Focus Point. Learn the inspire courage composition cantrip. You must use a type of Performance while casting a composition spell.**Muse****1ST****+1 1st****FEAT 2ND****2 2nd****Lightning Reflexes** Gain expert Reflex.**Signature Spells** Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.**3RD****+1 2nd****FEAT 4TH****2 3rd****5TH****+1 3rd****FEAT 6TH****2 4th****Expert Spellcaster** Gain expert occult spell attack rolls and spell DC.**7TH****+1 4th****FEAT 8TH****2 5th****Great Fortitude** Gain expert Fortitude.**Resolve** Gain master Will. Successes on Will saves are critical successes.**9TH****+1 5th****FEAT 10TH****2 6th****Bard Weapon Expertise** Gain expert simple weapons, longsword, rapier, sap, shortbow, whip, and unarmed. While one of your compositions is active, gain critical specialization with the listed weapons and unarmed attacks.**11TH****Vigilant Senses** Gain master Perception.**+1 6th****FEAT 12TH****2 7th****Light Armor Expertise** Gain expert light armor and unarmored defense.**Weapon Specialization** +2 damage if expert, +3 if master, +4 if legendary.**13TH****+1 7th****FEAT 14TH****2 8th****Master Spellcaster** Gain master occult spell attack rolls and spell DC.**15TH****+1 8th****FEAT 16TH****2 9th****Greater Resolve** Gain legendary Will. Critical failures on Will saves are failures. Take half damage when you fail a Will save against damage.**17TH****+1 9th****FEAT 18TH****1 10th****Magnum Opus** Gain a 10th-level spell slot.**Legendary Spellcaster** Gain legendary occult spell attack rolls and spell DC.**19TH****-****FEAT 20TH****ACTIONS AND ACTIVITIES**

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

DESCRIPTION

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

DESCRIPTION

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

DESCRIPTION

**FREE ACTIONS AND REACTIONS**

|      |   |        |      |
|------|---|--------|------|
| NAME | <input checked="" type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|------|---|--------|------|

TRIGGER

DESCRIPTION

|      |   |        |      |
|------|---|--------|------|
| NAME | <input checked="" type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|------|---|--------|------|

TRIGGER

DESCRIPTION

# 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<br>NAME         |  |  |  |
| PLAYER<br>NAME            |  |  |  |
| EXPERIENCE<br>POINTS (XP) |  |  |  |



ANCESTRY AND HERITAGE

BACKGROUND

SIZE      ALIGNMENT

DEITY

**LEVEL****HERO POINTS**

|                       |                       |      |         |      |
|-----------------------|-----------------------|------|---------|------|
| <b>ABILITY SCORES</b> |                       |      |         |      |
| STR<br>MODIFIER       | STRENGTH<br>SCORE     |      |         |      |
| DEX<br>MODIFIER       | DEXTERITY<br>SCORE    |      |         |      |
| CON<br>MODIFIER       | CONSTITUTION<br>SCORE |      |         |      |
| INT<br>MODIFIER       | INTELLIGENCE<br>SCORE |      |         |      |
| WIS<br>MODIFIER       | WISDOM<br>SCORE       |      |         |      |
| CHA<br>MODIFIER       | CHARISMA<br>SCORE     |      |         |      |
| <b>CLASS DC</b>       |                       |      |         |      |
| = DC BASE             | STR/DEX               | PROF | T E M L | ITEM |
| = 10                  |                       |      |         |      |

|                      |   |        |         |      |         |
|----------------------|---|--------|---------|------|---------|
| <b>ARMOR CLASS</b>   |   |        |         |      |         |
| AC                   | DC BASE = 10<br>OR<br>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   |        |         |      |         |
| <b>SAVING THROWS</b> |   |        |         |      |         |
| 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                |   |        |         |      |         |

|                             |                    |                    |                        |         |        |
|-----------------------------|--------------------|--------------------|------------------------|---------|--------|
| <b>SPEED</b>                |                    | FEET               | MOVEMENT TYPES & NOTES |         |        |
| <b>MELEE STRIKES</b>        |                    |                    |                        |         |        |
| WEAPON                      |                    | STR                | PROF                   | T E M L | ITEM   |
| DICE                        | STR                | B P S              | W SPEC                 | OTHER   | TRAITS |
| WEAPON                      |                    | STR                | PROF                   | T E M L | ITEM   |
| DICE                        | STR                | B P S              | W SPEC                 | OTHER   | TRAITS |
| <b>RANGED STRIKES</b>       |                    |                    |                        |         |        |
| WEAPON                      |                    | DEX                | PROF                   | T E M L | ITEM   |
| DICE                        | SPECIAL            | B P S              | W SPEC                 | OTHER   | TRAITS |
| WEAPON                      |                    | DEX                | PROF                   | T E M L | ITEM   |
| DICE                        | SPECIAL            | B P S              | W SPEC                 | OTHER   | TRAITS |
| <b>SPELL ATTACK</b>         |                    |                    |                        |         |        |
|                             |                    | CHA                | PROF                   | T E M L |        |
| SPELL                       |                    | DAMAGE             |                        |         |        |
| <b>WEAPON PROFICIENCIES</b> |                    |                    |                        |         |        |
| SIMPLE<br>T E M L           | MARTIAL<br>T E M L | UNARMED<br>T E M L | SPELL<br>T E M L       |         |        |

|  |     |      |         |      |       |
|--|-----|------|---------|------|-------|
| <b>SKILLS RELIGION, DEITY SKILL, AND 2 + INT</b> |     |      |         |      |       |
| 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 | -     |
| 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 |
| <b>LANGUAGES</b>                                 |     |      |         |      |       |

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****CAUSE****CAUSE****TENETS OF GOOD**

1. Never perform acts anathema to your deity or willingly commit an evil act. 2. Never knowingly harm an innocent, or allow immediate harm to one when you could reasonably prevent it.

**TENETS OF CAUSE****FREE ACTIONS AND REACTIONS**

| Trigger Description  | CHAMPION'S REACTION |
|--|---------------------|
| <b>Shield Block</b>  <b>Trigger</b> While you have your shield raised, you would take damage from a physical attack. <b>Effect</b> Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage. |                     |

**CLASS FEATS AND ABILITIES****Champion's Code****Deity and Cause**

**Deific Weapon** Gain access to deity's favored weapon if it's uncommon. If it's simple, increase damage die by one step.

**Champion's Reaction**

**Devotion Spells** Gain a devotion spell from your cause (with 1 Focus Point)

**Shield Block****FEAT 1ST****FEAT 2ND**

**Divine Ally**  **Blade Ally** Choose a weapon when you prepare to gain disrupting, ghost touch, returning, or shifting. Gain the weapon's critical specialization.  **Shield Ally** Increase your shield's Hardness by 2 and its HP and BT increase by half.  **Steed Ally** Gain a young animal companion mount.

**3RD**

**Weapon Expertise** Gain expert in simple, martial, and unarmed.

**FEAT 4TH****5TH****FEAT 6TH**

**Armor Expertise** Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy.

**7TH**

**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.

**FEAT 8TH**

**Champion Expertise** Gain expert class DC, spell attacks, and spell DCs.

**Divine Smite** Champion's reaction improves.

**Juggernaut** Gain master Fortitude. Successes on Fortitude saves are critical successes.

**9TH**

**Lightning Reflexes** Gain expert Reflex.

**FEAT 10TH**

**Alertness** Gain expert Perception

**Divine Will** Gain master Will. Successes on Will saves are critical successes.

**11TH**

**Exalt** Champion's reaction benefits allies.

**FEAT 12TH**

**Armor Mastery** Gain master armor and unarmored defense.

**13TH**

**Weapon Mastery** Gain master simple, martial, and unarmed.

**FEAT 14TH**

**Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.

**15TH****FEAT 16TH**

**Champion Mastery** Gain master class DC, spell attacks, and spell DCs.

**17TH**

**Legendary Armor** Gain legendary armor and unarmored defense.

**FEAT 18TH**

**Hero's Defiance** Gain hero's defiance devotion spell.

**19TH****FEAT 20TH****ACTIONS AND ACTIVITIES**

| NAME               | ACTIONS | TRAITS | PAGE |
|--------------------|---------|--------|------|
| <b>DESCRIPTION</b> |         |        |      |

| NAME               | FREE ACTION | REACTION | TRAITS | PAGE |
|--------------------|-------------|----------|--------|------|
| <b>DESCRIPTION</b> |             |          |        |      |

| TRIGGER | DESCRIPTION |
|---------|-------------|
|         |             |

# 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

SIZE

ALIGNMENT

DEITY

LEVEL

HERO POINTS

**ABILITY SCORES**

|              |                    |                      |
|--------------|--------------------|----------------------|
| STR MODIFIER | STRENGTH SCORE     | <input type="text"/> |
| DEX MODIFIER | DEXTERITY SCORE    | <input type="text"/> |
| CON MODIFIER | CONSTITUTION SCORE | <input type="text"/> |
| INT MODIFIER | INTELLIGENCE SCORE | <input type="text"/> |
| WIS MODIFIER | WISDOM SCORE       | <input type="text"/> |
| CHA MODIFIER | CHARISMA SCORE     | <input type="text"/> |

**SPELL DC**

|         |                      |                      |                      |
|---------|----------------------|----------------------|----------------------|
| DC BASE | WIS                  | PROF                 | T E M L              |
| = 10    | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**SPEED****FEET**

MOVEMENT TYPES &amp; NOTES

**MELEE STRIKES**

| WEAPON               |                      | STR                  | PROF                 | T E M L              | ITEM                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> |

| WEAPON               |                      | STR                  | PROF                 | T E M L              | ITEM                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> |

**RANGED STRIKES**

| WEAPON               |                      | DEX                  | PROF                 | T E M L              | ITEM                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> |

| WEAPON               |                      | DEX                  | PROF                 | T E M L              | ITEM                 |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> |

**SPELL ATTACK**

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
|                      | =                    | WIS                  | PROF                 | T E M L              |
| <input type="text"/> |

SPELL

DAMAGE

**WEAPON PROFICIENCIES**

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| SIMPLE               | MARTIAL              | UNARMED              | SPELL                | FAVORED              |
| <input type="text"/> |

**ARMOR CLASS**

|         |                      |                      |                      |                      |                      |                      |
|---------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| DC BASE | DEX                  | CAP                  | PROF                 | TEM                  | L                    | ITEM                 |
| = 10    | <input type="text"/> |

**SAVING THROWS**

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| FORTITUDE            |                      | CON                  | PROF                 | ITEM                 |
| <input type="text"/> |

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| REFLEX               |                      | DEX                  | PROF                 | ITEM                 |
| <input type="text"/> |

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| WILL                 |                      | WIS                  | PROF                 | ITEM                 |
| <input type="text"/> |

NOTES

**HIT POINTS**

|                      |                      |                      |
|----------------------|----------------------|----------------------|
| MAX                  | CURRENT              | TEMPORARY            |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

8+CON PER LEVEL  
RESISTANCES AND IMMUNITIES

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| CONDITIONS           |                      | WIS                  | PROF                 | ITEM                 |
| <input type="text"/> |

**PERCEPTION**

|                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|
| WIS                  | PROF                 | ITEM                 | ARMOR                |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

**SKILLS RELIGION, DEITY SKILL, AND 2 + INT**

|                      |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|
| ACROBATICS           | DEX                  | PROF                 | ITEM                 | ARMOR                |
| <input type="text"/> |
| ARCANA               | INT                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| ATHLETICS            | STR                  | PROF                 | ITEM                 | ARMOR                |
| <input type="text"/> |
| CRAFTING             | INT                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| DECEPTION            | CHA                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| DIPLOMACY            | CHA                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| INTIMIDATION         | CHA                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| LORE                 | INT                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| LORE                 | INT                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| MEDICINE             | WIS                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| NATURE               | WIS                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| OCCULTISM            | INT                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| PERFORMANCE          | CHA                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| RELIGION             | WIS                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| SOCIETY              | INT                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| STEALTH              | DEX                  | PROF                 | ITEM                 | ARMOR                |
| <input type="text"/> |
| SURVIVAL             | WIS                  | PROF                 | ITEM                 |                      |
| <input type="text"/> |
| THIEVERY             | DEX                  | PROF                 | ITEM                 | ARMOR                |
| <input type="text"/> |

**LANGUAGES**

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****ACTIONS AND ACTIVITIES**

| NAME        | ACTIONS | TRAITS | PAGE |
|-------------|---------|--------|------|
| DESCRIPTION |         |        |      |

| NAME        | ACTIONS | TRAITS | PAGE |
|-------------|---------|--------|------|
| DESCRIPTION |         |        |      |

**CLASS FEATS AND ABILITIES****SPELLS****5 cantrips,  
2 1st****Deity** Gives a trained skill, a favored weapon, spells, and anathema.**Divine Spellcasting** You can prepare any common spells from the divine list.**Divine Font** Based on your deity, you gain 1 + Cha  harm spells or  heal spells of your highest spell level.**First Doctrine** Choose cloistered or warpriest and gain a benefit.  **Cloistered****Domain Initiate** feat  **Warpriest** Trained light and medium armor, expert Fortitude, Shield Block general feat. If deity's weapon is simple, gain Deadly Simplicity feat.**1ST****+1 1st****FEAT 2ND****2 2nd****Second Doctrine**  **Cloistered** Gain expert Fortitude  **Warpriest** Trained martial weapons.**3RD****+1 2nd****FEAT 4TH****2 3rd****Alertness** Gain expert Perception.**5TH****+1 3rd****FEAT 6TH****2 4th****Third Doctrine**  **Cloistered** Gain expert spell attack rolls and spell DC.  **Warpriest** Gain expert simple, favored weapon and unarmed. Gain critical specialization with favored weapon, using your spell DC.**7TH****+1 4th****FEAT 8TH****2 5th****Resolve** Gain master Will. Successes on Will saves are critical successes.**9TH****+1 5th****FEAT 10TH****2 6th****Fourth Doctrine**  **Cloistered** Gain expert favored weapon. Gain critical specialization with it, using your spell DC.  **Warpriest** Gain expert spell attack rolls and spell DC. **Lightning Reflexes** Gain expert Reflex.**11TH****+1 6th****FEAT 12TH****2 7th****Divine Defense** Gain expert unarmored defense.  **Warpriest** Gain expert light and medium armor. **Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.**13TH****+1 7th****FEAT 14TH****2 8th****Fifth Doctrine**  **Cloistered** Gain master spell attack rolls and spell DC.  **Warpriest** Gain master Fortitude. Successes on Fortitude saves are critical successes.**15TH****+1 8th****FEAT 16TH****2 9th****FEAT 17TH****+1 9th****FEAT 18TH****1 10th****Final Doctrine**  **Cloistered** Gain legendary spell attack rolls and spell DC.  **Warpriest** Gain master spell attack rolls and spell DC. **Miraculous Spell** Gain a 10th-level spell slot.**19TH****FEAT 20TH****DEITY****DEITY****FOLLOWER ALIGNMENTS****CLERIC SPELLS****EDICTS AND ANATHEMA****FREE ACTIONS AND REACTIONS**

**Shield Block**  **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

| NAME        | <input type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|-------------|--------------------------------------|--------|------|
| TRIGGER     |                                      |        |      |
| DESCRIPTION |                                      |        |      |

# 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         | ANCESTRY AND HERITAGE | LEVEL       |
| PLAYER NAME            | BACKGROUND            |             |
| EXPERIENCE POINTS (XP) | SIZE                  | ALIGNMENT   |
|                        | DEITY                 | HERO POINTS |

| <b>ABILITY SCORES</b> |                     |
|-----------------------|---------------------|
| STR MODIFIER          | STRENGTH SCORE      |
| DEX MODIFIER          | DEXTERITY SCORE     |
| CON MODIFIER          | CONSTITUTION SCORE  |
| INT MODIFIER          | INTELLIGENCE SCORE  |
| WIS MODIFIER          | WISDOM SCORE        |
| CHA MODIFIER          | CHARISMA SCORE      |
| <b>CLASS DC</b>       |                     |
| DC BASE = 10          | WIS PROF TEM L ITEM |

| <b>ARMOR CLASS</b>   |                         |              |             |
|----------------------|-------------------------|--------------|-------------|
| AC = 10              | DEX CAP PROF TEM L ITEM |              |             |
| UNARMORED TEM L      | LIGHT TEM L             | MEDIUM TEM L | HEAVY TEM L |
| Shield +             | HARDNESS                | MAX HP BT    | CURRENT HP  |
| <b>SAVING THROWS</b> |                         |              |             |
| FORTITUDE            |                         | REFLEX       |             |
| CON PROF             | ITEM TEM L              | DEX PROF     | ITEM TEM L  |
| ITEM TEM L           | ITEM TEM L              | WIS PROF     | ITEM TEM L  |
| NOTES                |                         |              |             |

|                            |         |           |
|----------------------------|---------|-----------|
| <b>HIT POINTS</b>          |         |           |
| MAX                        | CURRENT | TEMPORARY |
|                            |         |           |
| DYING                      | WOUNDED |           |
| 8+CON PER LEVEL            |         |           |
| RESISTANCES AND IMMUNITIES |         |           |
| CONDITIONS                 |         |           |
| <b>PERCEPTION</b>          |         | ITEM      |
| WIS PROF                   | ITEM    | ITEM      |
| SENSES                     |         |           |

| SPEED FEET            | MOVEMENT TYPES & NOTES |        |        |        |  |  |
|-----------------------|------------------------|--------|--------|--------|--|--|
| <b>MELEE STRIKES</b>  |                        |        |        |        |  |  |
| WEAPON                | = STR PROF TEM L ITEM  |        |        |        |  |  |
| DICE STR              | B P S                  | W SPEC | OTHER  | TRAITS |  |  |
| WEAPON                | = STR PROF TEM L ITEM  |        |        |        |  |  |
| DICE STR              | B P S                  | W SPEC | OTHER  | TRAITS |  |  |
| <b>RANGED STRIKES</b> |                        |        |        |        |  |  |
| WEAPON                | = DEX PROF TEM L ITEM  |        |        |        |  |  |
| DICE SPECIAL          | B W SPEC               | OTHER  | TRAITS |        |  |  |
| WEAPON                | = DEX PROF TEM L ITEM  |        |        |        |  |  |
| DICE SPECIAL          | B W SPEC               | OTHER  | TRAITS |        |  |  |
| <b>SPELL ATTACK</b>   |                        |        |        |        |  |  |
| = WIS PROF TEM L      |                        |        |        |        |  |  |
| SPELL                 | DAMAGE                 |        |        |        |  |  |

| <b>SKILLS NATURE, ORDER SKILL, AND 2 + INT</b> |                     |       |  |  |  |
|--|---------------------|-------|--|--|--|
| ACROBATICS                                     | DEX PROF TEM L ITEM | ARMOR |  |  |  |
| ARCANA   | INT PROF TEM L ITEM |       |  |  |  |
| ATHLETICS                                      | STR PROF TEM L ITEM | ARMOR |  |  |  |
| CRAFTING                                       | INT PROF TEM L ITEM |       |  |  |  |
| DECEPTION                                      | CHA PROF TEM L ITEM |       |  |  |  |
| DIPLOMACY                                      | CHA PROF TEM L ITEM |       |  |  |  |
| INTIMIDATION                                   | CHA PROF TEM L ITEM |       |  |  |  |
| LORE   | INT PROF TEM L ITEM |       |  |  |  |
| LORE   | INT PROF TEM L ITEM |       |  |  |  |
| MEDICINE                                       | WIS PROF TEM L ITEM |       |  |  |  |
| NATURE   | WIS PROF TEM L ITEM |       |  |  |  |
| OCCULTISM                                      | INT PROF TEM L ITEM |       |  |  |  |
| PERFORMANCE                                    | CHA PROF TEM L ITEM |       |  |  |  |
| RELIGION                                       | WIS PROF TEM L ITEM |       |  |  |  |
| SOCIETY  | INT PROF TEM L ITEM |       |  |  |  |
| STEALTH  | DEX PROF TEM L ITEM | ARMOR |  |  |  |
| SURVIVAL                                       | WIS PROF TEM L ITEM |       |  |  |  |
| THIEVERY                                       | DEX PROF TEM L ITEM | ARMOR |  |  |  |
| <b>LANGUAGES</b>                               |                     |       |  |  |  |
| Druidic  |                     |       |  |  |  |

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****ACTIONS AND ACTIVITIES**

| NAME        | ACTIONS | TRAITS | PAGE |
|-------------|---------|--------|------|
| DESCRIPTION |         |        |      |

| NAME        | ACTIONS | TRAITS | PAGE |
|-------------|---------|--------|------|
| DESCRIPTION |         |        |      |

**CLASS FEATS AND ABILITIES****SPELLS****5 cantrips,  
2 1st****Druidic Order** Gives a class feat, an order spell (with 1 Focus Point), and a trained skill.**Primal Spellcasting** You can prepare any common spells from the primal list.**Shield Block****Wild Empathy** You can use Diplomacy to Make an Impression on animals and make simple Requests of them.**1ST****+1 1st****FEAT 2ND****2 2nd****Alertness** Gain expert Perception.**3RD****+1 2nd****FEAT 4TH****2 3rd****Lightning Reflexes** Gain expert Reflex.**5TH****+1 3rd****FEAT 6TH****2 4th****Expert Spellcaster** Gain expert primal spell attack rolls and spell DC.**7TH****+1 4th****FEAT 8TH****2 5th****9TH****+1 5th****FEAT 10TH****2 6th****Druid Weapon Expertise** Gain expert simple weapons and unarmed attacks.  
**Resolve** Gain master Will. Successes on Will saves are critical successes.**11TH****+1 6th****FEAT 12TH****2 7th****Medium Armor Expertise** Gain expert light armor, medium armor, and unarmored defense.  
**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.**13TH****+1 7th****FEAT 14TH****2 8th****Master Spellcaster** Gain master primal spell attack rolls and spell DC.**15TH****+1 8th****FEAT 16TH****2 9th****17TH****+1 9th****FEAT 18TH****1 10th****Legendary Spellcaster** Gain legendary primal spell attack rolls and spell DC.  
**Primal Hierophant** Gain a 10th-level spell slot.**19TH****FEAT 20TH****ORDER****ORDER****ORDER SPELL****OTHER BENEFITS****ANATHEMA**

You lose your magical abilities if you use metal armor or shields, despoil natural places, teach Druidic to non-druids, or do other acts determined by your order.

**ORDER ANATHEMA****FREE ACTIONS AND REACTIONS**

**Shield Block** **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

| NAME        | <input type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|-------------|--------------------------------------|--------|------|
| TRIGGER     | <input type="checkbox"/> REACTION    |        |      |
| DESCRIPTION |                                      |        |      |

# 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         | ANCESTRY AND HERITAGE | LEVEL       |
| PLAYER NAME            | BACKGROUND            |             |
| EXPERIENCE POINTS (XP) | SIZE                  | ALIGNMENT   |
|                        | DEITY                 | HERO POINTS |

| <b>ABILITY SCORES</b> |                         |
|-----------------------|-------------------------|
| STR MODIFIER          | STRENGTH SCORE          |
| DEX MODIFIER          | DEXTERITY SCORE         |
| CON MODIFIER          | CONSTITUTION SCORE      |
| INT MODIFIER          | INTELLIGENCE SCORE      |
| WIS MODIFIER          | WISDOM SCORE            |
| CHA MODIFIER          | CHARISMA SCORE          |
| <b>CLASS DC</b>       |                         |
| DC BASE = 10          | STR/DEX PROF TEM L ITEM |

| <b>ARMOR CLASS</b>       |   |                          |
|--------------------------|---|--------------------------|
| AC                       | DC BASE = 10<br>UNARMORED<br>T E M L<br>OR<br>LIGHT<br>T E M L<br>MEDIUM<br>T E M L<br>HEAVY<br>T E M L |                          |
| Shield +                 | HARDNESS<br>MAX HP BT CURRENT HP  |                          |
| <b>SAVING THROWS</b>     |   |                          |
| FORTITUDE                | REFLEX  | WILL                     |
| CON PROF<br>ITEM T E M L | DEX PROF<br>ITEM T E M L  | WIS PROF<br>ITEM T E M L |
| NOTES                    |   |                          |

|                            |                   |
|----------------------------|-------------------|
| <b>HIT POINTS</b>          |                   |
| MAX                        | CURRENT TEMPORARY |
|                            | DYING WOUNDED     |
| 10+CON PER LEVEL           |                   |
| RESISTANCES AND IMMUNITIES |                   |
| CONDITIONS                 |                   |
| <b>PERCEPTION</b>          |                   |
| WIS PROF<br>ITEM T E M L   | SENSES            |

|              |             |                        |
|--------------|-------------|------------------------|
| <b>SPEED</b> | <b>FEET</b> | MOVEMENT TYPES & NOTES |
|--------------|-------------|------------------------|

| <b>MELEE STRIKES</b> |     |                     |        |  |  |
|----------------------|-----|---------------------|--------|--|--|
| WEAPON               |     | STR PROF TEM L ITEM |        |  |  |
| DICE                 | STR | B W SPEC<br>P OTHER | TRAITS |  |  |
| DICE                 | STR | B W SPEC<br>P OTHER | TRAITS |  |  |
| DICE                 | STR | B W SPEC<br>P OTHER | TRAITS |  |  |

| <b>RANGED STRIKES</b> |         |                     |        |  |  |
|-----------------------|---------|---------------------|--------|--|--|
| WEAPON                |         | DEX PROF TEM L ITEM |        |  |  |
| DICE                  | SPECIAL | B W SPEC<br>P OTHER | TRAITS |  |  |
| DICE                  | SPECIAL | B W SPEC<br>P OTHER | TRAITS |  |  |
| DICE                  | SPECIAL | B W SPEC<br>P OTHER | TRAITS |  |  |

| <b>WEAPON PROFICIENCIES</b> |                    |                    |                     |                          |  |
|-----------------------------|--------------------|--------------------|---------------------|--------------------------|--|
| SIMPLE<br>T E M L           | MARTIAL<br>T E M L | UNARMED<br>T E M L | ADVANCED<br>T E M L | MASTERY (5TH)<br>T E M L |  |

| <b>SKILLS ACROBATIC/ATHLETICS AND 3 + INT</b> |                           |  |  |  |  |
|---|---------------------------|--|--|--|--|
| ACROBATICS                                    | DEX PROF TEM L ITEM ARMOR |  |  |  |  |
| ARCANA  | INT PROF TEM L ITEM       |  |  |  |  |
| ATHLETICS                                     | STR PROF TEM L ITEM ARMOR |  |  |  |  |
| CRAFTING                                      | INT PROF TEM L ITEM       |  |  |  |  |
| DECEPTION                                     | CHA PROF TEM L ITEM       |  |  |  |  |
| DIPLOMACY                                     | CHA PROF TEM L ITEM       |  |  |  |  |
| INTIMIDATION                                  | CHA PROF TEM L ITEM       |  |  |  |  |
| LORE  | INT PROF TEM L ITEM       |  |  |  |  |
| LORE  | INT PROF TEM L ITEM       |  |  |  |  |
| MEDICINE                                      | WIS PROF TEM L ITEM       |  |  |  |  |
| NATURE  | WIS PROF TEM L ITEM       |  |  |  |  |
| OCCULTISM                                     | INT PROF TEM L ITEM       |  |  |  |  |
| PERFORMANCE                                   | CHA PROF TEM L ITEM       |  |  |  |  |
| RELIGION                                      | WIS PROF TEM L ITEM       |  |  |  |  |
| SOCIETY                                       | INT PROF TEM L ITEM       |  |  |  |  |
| STEALTH                                       | DEX PROF TEM L ITEM ARMOR |  |  |  |  |
| SURVIVAL                                      | WIS PROF TEM L ITEM       |  |  |  |  |
| THIEVERY                                      | DEX PROF TEM L ITEM ARMOR |  |  |  |  |
| <b>LANGUAGES</b>                              |                           |  |  |  |  |

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****ACTIONS AND ACTIVITIES**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

DESCRIPTION

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

DESCRIPTION

**CLASS FEATS AND ABILITIES****Attack of Opportunity  
Shield Block****1ST****FEAT 1ST****FEAT 2ND****Bravery** Gain expert Will. Successes on Will saves against fear are critical successes. Reduce frightened you gain by 1.**3RD****FEAT 4TH****Fighter Weapon Mastery** Gain master simple and martial weapons of one group, expert advanced. Gain critical specialization with all master weapons.**5TH****FEAT 6TH****Battlefield Surveyor** Gain master Perception. +2 circumstance bonus to Perception for initiative.**7TH****FEAT 8TH****Combat Flexibility** Gain an extra 8th-level or lower fighter feat each day.**9TH****Juggernaut** Gain master Fortitude. Successes on Fortitude saves are critical successes.**FEAT 10TH****Armor Expertise** Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy armor.**11TH****Fighter Expertise** Gain expert class DC.**FEAT 12TH****Weapon Legend** Gain master simple and martial weapons; expert advanced weapons. Gain legendary simple and martial weapons of one group, master advanced.**13TH****Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.**FEAT 14TH****Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.**15TH****Improved Flexibility** Gain an extra 14th-level or lower fighter feat each day.**FEAT 16TH****Armor Mastery** Gain master armor and unarmored defense.**17TH****FEAT 18TH****Versatile Legend** Gain legendary simple and martial weapons; legendary unarmed; master advanced weapons; master class DC.**19TH****FEAT 20TH****BONUS FEATS****FREE ACTIONS AND REACTIONS****Attack of Opportunity** **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. **Effect** Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action.**Shield Block** **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

| NAME | <input type="checkbox"/> FREE ACTION | TRAITS | PAGE |
|------|--------------------------------------|--------|------|
|------|--------------------------------------|--------|------|

TRIGGER

DESCRIPTION

# 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

SIZE

ALIGNMENT

DEITY

LEVEL

HERO POINTS

**ABILITY SCORES**

|              |                    |                      |
|--------------|--------------------|----------------------|
| STR MODIFIER | STRENGTH SCORE     | <input type="text"/> |
| DEX MODIFIER | DEXTERITY SCORE    | <input type="text"/> |
| CON MODIFIER | CONSTITUTION SCORE | <input type="text"/> |
| INT MODIFIER | INTELLIGENCE SCORE | <input type="text"/> |
| WIS MODIFIER | WISDOM SCORE       | <input type="text"/> |
| CHA MODIFIER | CHARISMA SCORE     | <input type="text"/> |

**CLASS DC**

|         |                      |                      |  |                      |
|---------|----------------------|----------------------|--|----------------------|
| DC BASE | STR/DEX              | PROF                 | T E M L  | ITEM                 |
| = 10    | <input type="text"/> | <input type="text"/> | <input type="text"/><br><input type="text"/><br><input type="text"/><br><input type="text"/> | <input type="text"/> |

**SPEED**

FEET

MOVEMENT TYPES &amp; NOTES

**MELEE STRIKES**

| WEAPON | <input type="text"/> |
|--------|----------------------|----------------------|----------------------|----------------------|----------------------|
| DAMAGE | DICE                 | STR                  | B P S                | W SPEC               | OTHER                |

| WEAPON | <input type="text"/> |
|--------|----------------------|----------------------|----------------------|----------------------|----------------------|
| DAMAGE | DICE                 | STR                  | B P S                | W SPEC               | OTHER                |

**RANGED STRIKES**

| WEAPON | <input type="text"/> |
|--------|----------------------|----------------------|----------------------|----------------------|----------------------|
| DAMAGE | DICE                 | SPECIAL              | B P S                | W SPEC               | OTHER                |

| WEAPON | <input type="text"/> |
|--------|----------------------|----------------------|----------------------|----------------------|----------------------|
| DAMAGE | DICE                 | SPECIAL              | B P S                | W SPEC               | OTHER                |

**SPELL ATTACK**

|                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| =                    | WIS                  | PROF                 | T E M L              |

SPELL

DAMAGE

**WEAPON PROFICIENCIES**

|         |         |         |         |                      |
|---------|---------|---------|---------|----------------------|
| SIMPLE  | MARTIAL | UNARMED | OTHER   | <input type="text"/> |
| T E M L | T E M L | T E M L | T E M L | <input type="text"/> |

**ARMOR CLASS**

|      |           |         |         |         |         |         |
|------|-----------|---------|---------|---------|---------|---------|
| AC   | DC BASE   | DEX     | CAP     | PROF    | T E M L | ITEM    |
| = 10 | OR        |         |         |         |         |         |
|      | UNARMORED | UNARMED | UNARMED | UNARMED | UNARMED | UNARMED |
|      | TEM L     | TEM L   | TEM L   | TEM L   | TEM L   | TEM L   |
|      |           |         |         |         |         |         |

**SAVING THROWS**

|           |  |        |  |      |  |
|-----------|--|--------|--|------|--|
| FORTITUDE | <input type="text"/>   | REFLEX | <input type="text"/>   | WILL | <input type="text"/>   |
| CON       | <input type="text"/>   | DEX    | <input type="text"/>   | WIS  | <input type="text"/>   |
| ITEM      | <input type="text"/><br><input type="text"/><br><input type="text"/><br><input type="text"/> | ITEM   | <input type="text"/><br><input type="text"/><br><input type="text"/><br><input type="text"/> | ITEM | <input type="text"/><br><input type="text"/><br><input type="text"/><br><input type="text"/> |
|           |  |        |  |      |  |
| NOTES     |  |        |  |      |  |

**HIT POINTS**

|                            |         |           |
|----------------------------|---------|-----------|
| MAX                        | CURRENT | TEMPORARY |
|                            |         |           |
|                            |         |           |
| 10+CON PER LEVEL           |         |           |
| RESISTANCES AND IMMUNITIES |         |           |

CONDITIONS

|            |     |      |         |      |
|------------|-----|------|---------|------|
| PERCEPTION | WIS | PROF | T E M L | ITEM |
|            |     |      |         |      |

SENSES

**SKILLS 4 + INT**

|              |     |      |         |      |       |
|--------------|-----|------|---------|------|-------|
| 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 | -     |
| 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 | -     |

**LANGUAGES**

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH**

**Flurry of Blows** ♦ (flourish) Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per round.

|      |         |        |      |
|------|---------|--------|------|
| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|

|             |  |  |  |
|-------------|--|--|--|
| DESCRIPTION |  |  |  |
|-------------|--|--|--|

**FREE ACTIONS AND REACTIONS****CLASS FEATS AND ABILITIES****Flurry of Blows**

**Powerful Fist** Your fist deals 1d6 damage. You don't take the -2 penalty to make a lethal attack with your unarmed attacks.

**1ST****FEAT 1ST****FEAT 2ND****Incredible Movement** +10-foot status bonus to Speed while not wearing armor.**Mystic Strikes** Unarmed attacks are magical.**3RD****FEAT 4TH****Alertness** Gain expert Perception.**Expert Strikes** Gain expert unarmed attacks and simple weapons.**5TH****FEAT 6TH****Incredible Movement** +15 feet.

**Path to Perfection** Gain master one saving throw of your choice. Successes on those saves are critical successes.

**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.**7TH****FEAT 8TH****Metal Strikes** Unarmed attacks treated as cold iron and silver.**Monk Expertise** Gain expert class DC, plus spell attacks and spell DCs if you have ki spells.**9TH****FEAT 10TH****Incredible Movement** +20 feet.**Second Path to Perfection** Choose a second type of save for path to perfection.**11TH****FEAT 12TH****Graceful Mastery** Gain master unarmored defense.**Master Strikes** Gain master unarmed attacks and simple weapons.**13TH****FEAT 14TH****Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.**Incredible Movement** +25 feet.

**Third Path to Perfection** Gain legendary in one save you choose with path to perfection or second path to perfection. Critical failures on those saves are failures, and you take half damage when you fail those saves.

**15TH****FEAT 16TH****Adamantine Strikes** Unarmed attacks treated as adamantine.

**Graceful Legend** Gain legendary unarmored defense and master class DC. Gain master spell attacks and spell DCs if you have ki spells.

**17TH****FEAT 18TH**

**Perfected Form** (fortune) On your first Strike of your turn, if you roll lower than 10, you can treat the roll as a 10.

**19TH****FEAT 20TH****ACTIONS AND ACTIVITIES**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | ■ FREE ACTION | TRAITS | PAGE |
|------|---------------|--------|------|
|------|---------------|--------|------|

|         |
|---------|
| TRIGGER |
|---------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

# 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         | RANGER | ANCESTRY AND HERITAGE | LEVEL       |
| PLAYER NAME            |        | BACKGROUND            |             |
| EXPERIENCE POINTS (XP) |        | SIZE                  | ALIGNMENT   |
|                        |        | DEITY                 | HERO POINTS |

| <b>ABILITY SCORES</b> |                         |
|-----------------------|-------------------------|
| STR MODIFIER          | STRENGTH SCORE          |
| DEX MODIFIER          | DEXTERITY SCORE         |
| CON MODIFIER          | CONSTITUTION SCORE      |
| INT MODIFIER          | INTELLIGENCE SCORE      |
| WIS MODIFIER          | WISDOM SCORE            |
| CHA MODIFIER          | CHARISMA SCORE          |
| <b>CLASS DC</b>       |                         |
| DC BASE = 10          | STR/DEX PROF TEM L ITEM |

| <b>ARMOR CLASS</b>     |  |                        |
|------------------------|--|------------------------|
| AC                     | DC BASE = 10 DEX CAP PROF TEM L ITEM<br>UNARMORED TEM L LIGHT TEM L MEDIUM TEM L HEAVY TEM L<br>Shield + HARDNESS MAX HP BT CURRENT HP |                        |
| <b>SAVING THROWS</b>   |  |                        |
| FORTITUDE              | REFLEX   | WILL                   |
| CON PROF<br>ITEM TEM L | DEX PROF<br>ITEM TEM L   | WIS PROF<br>ITEM TEM L |
| NOTES                  |  |                        |

| <b>HIT POINTS</b>          |                   |
|----------------------------|-------------------|
| MAX                        | CURRENT TEMPORARY |
|                            | DYING WOUNDED     |
| 10+CON PER LEVEL           |                   |
| RESISTANCES AND IMMUNITIES |                   |
| CONDITIONS                 |                   |
| <b>PERCEPTION</b>          |                   |
| WIS PROF TEM L ITEM        | SENSES            |

| SPEED | FEET | MOVEMENT TYPES & NOTES |  |  |
|-------|------|------------------------|--|--|
|-------|------|------------------------|--|--|

| <b>MELEE STRIKES</b> |     |                     |       |        |  |
|----------------------|-----|---------------------|-------|--------|--|
| WEAPON               |     | STR PROF TEM L ITEM |       |        |  |
| DICE                 | STR | B W SPEC P S        | OTHER | TRAITS |  |
| WEAPON               |     | STR PROF TEM L ITEM |       |        |  |
| DICE                 | STR | B W SPEC P S        | OTHER | TRAITS |  |
| WEAPON               |     | STR PROF TEM L ITEM |       |        |  |
| DICE                 | STR | B W SPEC P S        | OTHER | TRAITS |  |

| <b>RANGED STRIKES</b> |         |                     |       |        |  |
|-----------------------|---------|---------------------|-------|--------|--|
| WEAPON                |         | DEX PROF TEM L ITEM |       |        |  |
| DICE                  | SPECIAL | B W SPEC P S        | OTHER | TRAITS |  |
| WEAPON                |         | DEX PROF TEM L ITEM |       |        |  |
| DICE                  | SPECIAL | B W SPEC P S        | OTHER | TRAITS |  |
| WEAPON                |         | DEX PROF TEM L ITEM |       |        |  |
| DICE                  | SPECIAL | B W SPEC P S        | OTHER | TRAITS |  |

| <b>WEAPON PROFICIENCIES</b> |               |               |             |  |
|-----------------------------|---------------|---------------|-------------|--|
| SIMPLE TEM L                | MARTIAL TEM L | UNARMED TEM L | OTHER TEM L |  |

| <b>SKILLS NATURE, SURVIVAL, AND 4 + INT</b> |                     |       |  |  |  |
|---|---------------------|-------|--|--|--|
| ACROBATICS                                  | DEX PROF TEM L ITEM | ARMOR |  |  |  |
| ARCANA                                      | INT PROF TEM L ITEM |       |  |  |  |
| ATHLETICS                                   | STR PROF TEM L ITEM | ARMOR |  |  |  |
| CRAFTING                                    | INT PROF TEM L ITEM |       |  |  |  |
| DECEPTION                                   | CHA PROF TEM L ITEM |       |  |  |  |
| DIPLOMACY                                   | CHA PROF TEM L ITEM |       |  |  |  |
| INTIMIDATION                                | CHA PROF TEM L ITEM |       |  |  |  |
| LORE  | INT PROF TEM L ITEM |       |  |  |  |
| LORE  | INT PROF TEM L ITEM |       |  |  |  |
| MEDICINE                                    | WIS PROF TEM L ITEM |       |  |  |  |
| NATURE                                      | WIS PROF TEM L ITEM |       |  |  |  |
| OCCULTISM                                   | INT PROF TEM L ITEM |       |  |  |  |
| PERFORMANCE                                 | CHA PROF TEM L ITEM |       |  |  |  |
| RELIGION                                    | WIS PROF TEM L ITEM |       |  |  |  |
| SOCIETY                                     | INT PROF TEM L ITEM |       |  |  |  |
| STEALTH                                     | DEX PROF TEM L ITEM | ARMOR |  |  |  |
| SURVIVAL                                    | WIS PROF TEM L ITEM |       |  |  |  |
| THIEVERY                                    | DEX PROF TEM L ITEM | ARMOR |  |  |  |
| <b>LANGUAGES</b>                            |                     |       |  |  |  |

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND****2ND****4TH****6TH****8TH****10TH****12TH****14TH****16TH****18TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****HUNT PREY AND HUNTER'S EDGE**

**Hunt Prey** (concentrate) Designate a single creature you can see or hear, or who you are tracking, as your prey. Against your prey, gain a +2 circumstance bonus to Perception checks to Seek and Survival checks to Track, and ignore the penalty for your second range increment with ranged attacks. You can have only one prey at a time.

**HUNTER'S EDGE**

**Flurry** The multiple attack penalty against your prey is -3 (-2 with agile weapon) on your second attack and -6 (-4 with agile weapon) on your third or later attack.  **Precision** The first time you hit your prey in a round, deal 1d8 precision damage (11th 2d8 damage, 19th 3d8 damage).  **Outwit** Gain +2 circumstance bonus to Deception, Intimidation, Stealth, and Recall Knowledge against your prey and a +1 circumstance bonus to AC against their attacks.

**CLASS FEATS AND ABILITIES****Hunt Prey  
Hunter's Edge****1ST****FEAT 1ST****FEAT 2ND****Iron Will** Gain expert Will.**3RD****FEAT 4TH****Ranger Weapon Expertise** Gain expert simple, martial, and unarmed. Gain critical specialization with these against hunted prey.**Trackless Step** Always Cover Tracks in natural terrain without moving at half Speed.**5TH****FEAT 6TH****Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.**Vigilant Senses** Gain master Perception.**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.**7TH****FEAT 8TH****Nature's Edge** Enemies are flat-footed to you in natural difficult terrain, on natural uneven ground, or in difficult terrain resulting from a snare.**Ranger Expertise** Gain expert class DC.**9TH****FEAT 10TH****Juggernaut** Gain master Fortitude. Successes on Fortitude saves are critical successes.**Medium Armor Expertise** Gain expert light armor, medium armor, and unarmored defense.**Wild Stride** Ignore non-magical difficult terrain.**11TH****FEAT 12TH****Weapon Mastery** Gain master simple, martial, and unarmed.**13TH****FEAT 14TH****Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.**Improved Evasion** Gain legendary Reflex. Turn critical failures on Reflex saves to failures.**Take half damage when you fail a Reflex save against damage.****Incredible Senses** Gain legendary Perception.**15TH****FEAT 16TH****Masterful Hunter** Gain master class DC. When using a master ranged weapon, ignore second and third range increment penalty. If master Perception, +4 circumstance bonus to Seek or Track prey. Additional hunter's edge benefit.**17TH****FEAT 18TH****Second Skin** Gain master light armor, medium armor, and unarmored defense. Rest in light or medium armor without being fatigued.**19TH****FEAT 20TH****BONUS FEATS****ACTIONS AND ACTIVITIES**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

**DESCRIPTION**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

**DESCRIPTION****FREE ACTIONS AND REACTIONS**

| NAME | ■ FREE ACTION | TRAITS | PAGE |
|------|---------------|--------|------|
|------|---------------|--------|------|

**TRIGGER****DESCRIPTION**

# 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  
diamond Free Action  
→ Reaction

|                        |                       |             |
|------------------------|-----------------------|-------------|
| CHARACTER NAME         | ANCESTRY AND HERITAGE | LEVEL       |
| PLAYER NAME            | BACKGROUND            |             |
| EXPERIENCE POINTS (XP) | SIZE                  | ALIGNMENT   |
|                        | DEITY                 | HERO POINTS |

| <b>ABILITY SCORES</b> |                     |
|-----------------------|---------------------|
| STR MODIFIER          | STRENGTH SCORE      |
| DEX MODIFIER          | DEXTERITY SCORE     |
| CON MODIFIER          | CONSTITUTION SCORE  |
| INT MODIFIER          | INTELLIGENCE SCORE  |
| WIS MODIFIER          | WISDOM SCORE        |
| CHA MODIFIER          | CHARISMA SCORE      |
| <b>CLASS DC</b>       |                     |
| DC BASE = 10          | DEX PROF TEM L ITEM |

| <b>ARMOR CLASS</b>     |  |                        |
|------------------------|--|------------------------|
| AC                     | DC BASE = 10<br>UNARMORED<br>LIGHT<br>MEDIUM<br>HEAVY<br>TEM L TEM L TEM L TEM L |                        |
| Shield +               | HARDNESS<br>MAX HP BT CURRENT HP   |                        |
| <b>SAVING THROWS</b>   |  |                        |
| FORTITUDE              | REFLEX   | WILL                   |
| CON PROF<br>ITEM TEM L | DEX PROF<br>ITEM TEM L   | WIS PROF<br>ITEM TEM L |
| NOTES                  |  |                        |

| <b>HIT POINTS</b>                             |                   |
|---|-------------------|
| MAX   | CURRENT TEMPORARY |
|   | DYING WOUNDED     |
| 8+CON PER LEVEL<br>RESISTANCES AND IMMUNITIES |                   |
| <b>CONDITIONS</b>                             |                   |
|   |                   |
| <b>PERCEPTION</b>                             |                   |
| WIS PROF TEM L ITEM                           | SENSES            |

| <b>MOVEMENT TYPES &amp; NOTES</b> |                       |
|-----------------------------------|-----------------------|
| SPEED FEET                        |                       |
| <b>MELEE STRIKES</b>              |                       |
| WEAPON                            | = STR PROF TEM L ITEM |
| DAMAGE DICE STR B P S             | W SPEC OTHER TRAITS   |
| WEAPON                            | = STR PROF TEM L ITEM |
| DAMAGE DICE STR B P S             | W SPEC OTHER TRAITS   |
| WEAPON                            | = STR PROF TEM L ITEM |
| DAMAGE DICE STR B P S             | W SPEC OTHER TRAITS   |

| <b>SKILLS STEALTH AND 7 + INT</b> |                             |
|-----------------------------------|-----------------------------|
| ACROBATICS                        | = DEX PROF TEM L ITEM ARMOR |
| ARCANA                            | = INT PROF TEM L ITEM       |
| ATHLETICS                         | = STR PROF TEM L ITEM ARMOR |
| CRAFTING                          | = INT PROF TEM L ITEM       |
| DECEPTION                         | = CHA PROF TEM L ITEM       |
| DIPLOMACY                         | = CHA PROF TEM L ITEM       |
| INTIMIDATION                      | = CHA PROF TEM L ITEM       |
| LORE                              | = INT PROF TEM L ITEM       |
| LORE                              | = INT PROF TEM L ITEM       |
| MEDICINE                          | = WIS PROF TEM L ITEM       |
| NATURE                            | = WIS PROF TEM L ITEM       |
| OCCULTISM                         | = INT PROF TEM L ITEM       |
| PERFORMANCE                       | = CHA PROF TEM L ITEM       |
| RELIGION                          | = WIS PROF TEM L ITEM       |
| SOCIETY                           | = INT PROF TEM L ITEM       |
| STEALTH                           | = DEX PROF TEM L ITEM ARMOR |
| SURVIVAL                          | = WIS PROF TEM L ITEM       |
| THIEVERY                          | = DEX PROF TEM L ITEM ARMOR |
| <b>LANGUAGES</b>                  |                             |

| <b>RANGED STRIKES</b>       |                       |               |             |                                   |
|-----------------------------|-----------------------|---------------|-------------|-----------------------------------|
| WEAPON                      | = DEX PROF TEM L ITEM |               |             |                                   |
| DAMAGE DICE SPECIAL B P S   | W SPEC OTHER TRAITS   |               |             |                                   |
| WEAPON                      | = DEX PROF TEM L ITEM |               |             |                                   |
| DAMAGE DICE SPECIAL B P S   | W SPEC OTHER TRAITS   |               |             |                                   |
| WEAPON                      | = DEX PROF TEM L ITEM |               |             |                                   |
| DAMAGE DICE SPECIAL B P S   | W SPEC OTHER TRAITS   |               |             |                                   |
| <b>WEAPON PROFICIENCIES</b> |                       |               |             |                                   |
| SIMPLE TEM L                | MARTIAL TEM L         | UNARMED TEM L | OTHER TEM L | rapier, sap, shortbow, shortsword |

**ANCESTRY FEATS AND ABILITIES****SPECIAL 1ST****HERITAGE 1ST****FEAT 1ST****FEAT 5TH****FEAT 9TH****FEAT 13TH****FEAT 17TH****SKILL FEATS****BACKGROUND**

1ST 11TH

2ND 12TH

3RD 13TH

4TH 14TH

5TH 15TH

6TH 16TH

7TH 17TH

8TH 18TH

9TH 19TH

10TH 20TH

**GENERAL FEATS**

3RD

7TH

11TH

15TH

19TH

**ACTIONS AND ACTIVITIES**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

**FREE ACTIONS AND REACTIONS**

**Debilitating Strike** **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** Until the end of your next turn, the target either takes a -10-foot status penalty to its Speeds or is enfeebled 1.  9th

**Master Strike** **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** The target attempts a Fortitude save against your class DC, then is temporarily immune for 1 day: **Critical Success** Unaffected, **Success** Enfeebled 2 until the end of your next turn; **Failure** Paralyzed 4 rounds; **Critical Failure** Paralyzed 4 rounds, knocked unconscious 2 hours, or killed.  19th

**CLASS FEATS AND ABILITIES****Rogue's Racket**

**Sneak Attack** Deal 1d6 precision damage to flat-footed creatures. Melee or thrown weapons must be agile or finesse to benefit. Increase the number of dice by one at 5th, 11th, and 17th levels.

**Surprise Attack** If you roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you.

1ST

**FEAT 1ST****FEAT 2ND**

**Deny Advantage** You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.

3RD

**FEAT 4TH**

**Weapon Tricks** Gain expert simple weapons, rapier, sap, shortbow, shortsword, and unarmed. Gain critical specialization against flat-footed creatures when using agile or finesse simple weapons or the listed weapons.

5TH

**FEAT 6TH**

**Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.

**Vigilant Senses** Gain master Perception.

**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.

7TH

**FEAT 8TH**

**Debilitating Strike**

**Great Fortitude** Gain expert Fortitude.

9TH

**FEAT 10TH**

**Rogue Expertise** Gain expert class DC.

11TH

**FEAT 12TH**

**Improved Evasion** Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage.

**Incredible Senses** Gain legendary Perception.

**Light Armor Expertise** Gain expert light armor and unarmored defense.

**Master Tricks** Gain master simple weapons, rapier, sap, shortbow, shortsword, and unarmed.

13TH

**FEAT 14TH**

**Double Debilitation** Apply two debilitations with Debilitating Strike.

**Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.

15TH

**FEAT 16TH**

**Slippery Mind** Gain master Will. Successes on Will are critical successes.

17TH

**FEAT 18TH**

**Light Armor Mastery** Gain master light armor and unarmored defense.

**Master Strike**

19TH

**FEAT 20TH**

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
|------|---------|--------|------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | ACTIONS | TRAITS | PAGE |
|------|---------|--------|------|
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|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | ACTIONS | TRAITS | PAGE |
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| DESCRIPTION |
|-------------|

| NAME | ACTIONS | TRAITS | PAGE |
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|             |
|-------------|
| DESCRIPTION |
|-------------|

| NAME | FREE ACTION | TRAITS | PAGE |
|------|-------------|--------|------|
|------|-------------|--------|------|

|         |
|---------|
| TRIGGER |
|---------|

|             |
|-------------|
| DESCRIPTION |
|-------------|

# 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<br>NAME         |  |
| PLAYER<br>NAME            |  |
| EXPERIENCE<br>POINTS (XP) |  |



ANCESTRY AND HERITAGE

BACKGROUND

SIZE      ALIGNMENT

DEITY

**LEVEL****HERO POINTS**

|                       |                       |      |         |
|-----------------------|-----------------------|------|---------|
| <b>ABILITY SCORES</b> |                       |      |         |
| STR<br>MODIFIER       | STRENGTH<br>SCORE     |      |         |
| DEX<br>MODIFIER       | DEXTERITY<br>SCORE    |      |         |
| CON<br>MODIFIER       | CONSTITUTION<br>SCORE |      |         |
| INT<br>MODIFIER       | INTELLIGENCE<br>SCORE |      |         |
| WIS<br>MODIFIER       | WISDOM<br>SCORE       |      |         |
| CHA<br>MODIFIER       | CHARISMA<br>SCORE     |      |         |
| <b>SPELL DC</b>       |                       |      |         |
| DC BASE<br>= 10       | CHA                   | PROF | T E M L |

|  |   |        |         |      |         |
|--|---|--------|---------|------|---------|
| <b>ARMOR CLASS</b>                     |   |        |         |      |         |
| AC                                     | DC BASE = 10<br>OR<br>UNARMORED<br>T E M L      LIGHT<br>T E M L      MEDIUM<br>T E M L      HEAVY<br>T E M L |        |         |      |         |
| Shield + HARDNESS MAX HP BT CURRENT HP |   |        |         |      |         |
| <b>SAVING THROWS</b>                   |   |        |         |      |         |
| 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                                  |   |        |         |      |         |

|                            |         |           |      |
|----------------------------|---------|-----------|------|
| <b>HIT POINTS</b>          |         |           |      |
| MAX                        | CURRENT | TEMPORARY |      |
| DYING                      | WOUNDED |           |      |
| 6+CON PER LEVEL            |         |           |      |
| RESISTANCES AND IMMUNITIES |         |           |      |
| CONDITIONS                 |         |           |      |
| <b>PERCEPTION</b>          |         |           |      |
| WIS                        | PROF    | T E M L   | ITEM |
| SENSES                     |         |           |      |

|                      |      |                        |        |         |        |
|----------------------|------|------------------------|--------|---------|--------|
| <b>SPEED</b>         | FEET | MOVEMENT TYPES & NOTES |        |         |        |
| <b>MELEE STRIKES</b> |      |                        |        |         |        |
| WEAPON               |      | STR                    | PROF   | T E M L | ITEM   |
| DICE                 | STR  | B<br>P<br>S            | W SPEC | OTHER   | TRAITS |
| WEAPON               |      | STR                    | PROF   | T E M L | ITEM   |
| DICE                 | STR  | B<br>P<br>S            | W SPEC | OTHER   | TRAITS |

|                       |         |             |        |         |        |
|-----------------------|---------|-------------|--------|---------|--------|
| <b>RANGED STRIKES</b> |         |             |        |         |        |
| WEAPON                |         | DEX         | PROF   | T E M L | ITEM   |
| DICE                  | SPECIAL | B<br>P<br>S | W SPEC | OTHER   | TRAITS |
| WEAPON                |         | DEX         | PROF   | T E M L | ITEM   |
| DICE                  | SPECIAL | B<br>P<br>S | W SPEC | OTHER   | TRAITS |

|                     |  |        |  |  |
|---------------------|--|--------|--|--|
| <b>SPELL ATTACK</b> |  |        |  |  |
| = CHA PROF T E M L  |  |        |  |  |
| SPELL               |  | DAMAGE |  |  |

|                             |                    |                    |                  |                  |
|-----------------------------|--------------------|--------------------|------------------|------------------|
| <b>WEAPON PROFICIENCIES</b> |                    |                    |                  |                  |
| SIMPLE<br>T E M L           | MARTIAL<br>T E M L | UNARMED<br>T E M L | SPELL<br>T E M L | OTHER<br>T E M L |

|   |     |      |         |      |       |
|---|-----|------|---------|------|-------|
| <b>SKILLS</b> BLOODLINE SKILL AND 2 + INT |     |      |         |      |       |
| 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 |
| <b>LANGUAGES</b>                          |     |      |         |      |       |

| ANCESTRY FEATS AND ABILITIES |   |        |      |
|------------------------------|---|--------|------|
|                              | SPECIAL 1ST   |        |      |
|                              | HERITAGE 1ST  |        |      |
|                              | FEAT 1ST  |        |      |
|                              | FEAT 5TH  |        |      |
|                              | FEAT 9TH  |        |      |
|                              | FEAT 13TH   |        |      |
|                              | FEAT 17TH   |        |      |
| SKILL FEATS                  |   |        |      |
|                              | BACKGROUND  |        |      |
|                              | 2ND   |        |      |
|                              | 4TH   |        |      |
|                              | 6TH   |        |      |
|                              | 8TH   |        |      |
|                              | 10TH  |        |      |
|                              | 12TH  |        |      |
|                              | 14TH  |        |      |
|                              | 16TH  |        |      |
|                              | 18TH  |        |      |
|                              | 20TH  |        |      |
| GENERAL FEATS                |   |        |      |
|                              | 3RD   |        |      |
|                              | 7TH   |        |      |
|                              | 11TH  |        |      |
|                              | 15TH  |        |      |
|                              | 19TH  |        |      |
| ACTIONS AND ACTIVITIES       |   |        |      |
| NAME                         | ACTIONS   | TRAITS | PAGE |
| DESCRIPTION                  |   |        |      |
| FREE ACTIONS AND REACTIONS   |   |        |      |
| NAME                         | <input type="checkbox"/> FREE ACTION<br><input type="checkbox"/> REACTION | TRAITS | PAGE |
| TRIGGER                      |   |        |      |
| DESCRIPTION                  |   |        |      |
| NAME                         | <input type="checkbox"/> FREE ACTION<br><input type="checkbox"/> REACTION | TRAITS | PAGE |
| TRIGGER                      |   |        |      |
| DESCRIPTION                  |   |        |      |

| CLASS FEATS AND ABILITIES |   |           |      |
|---------------------------|---|-----------|------|
| SPELLS                    | Bloodline Determines tradition, bloodline skills, granted spells, bloodline spells, and blood magic.  |           |      |
| 5 cantrips,<br>3 1st      | <b>Spell Repertoire</b> You know two 1st-level spells and four cantrips, plus one of each from your bloodline. When you gain a new level of spells, gain your bloodline spell and choose any other spells you gain. |           |      |
| +1 1st                    |   | FEAT 2ND  | 1ST  |
| 3 2nd                     | <b>Signature Spells</b> Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.  |           |      |
| +1 2nd                    |   | FEAT 4TH  | 3RD  |
| 3 3rd                     | <b>Magical Fortitude</b> Gain expert Fortitude.   |           |      |
| +1 3rd                    |   | FEAT 6TH  | 5TH  |
| 3 4th                     | <b>Expert Spellcaster</b> Gain expert spell attack rolls and spell DC.  |           |      |
| +1 4th                    |   | FEAT 8TH  | 7TH  |
| 3 5th                     | <b>Lightning Reflexes</b> Gain expert Reflex.   |           |      |
| +1 5th                    |   | FEAT 10TH | 9TH  |
| 3 6th                     | <b>Alertness</b> Gain expert Perception.<br><b>Simple Weapon Expertise</b> Gain expert simple and unarmed.  |           |      |
| +1 6th                    |   | FEAT 12TH | 11TH |
| 3 7th                     | <b>Defensive Robes</b> Gain expert unarmored defense.<br><b>Weapon Specialization</b> +2 damage if expert, +3 master, +4 legendary.   |           |      |
| +1 7th                    |   | FEAT 14TH | 13TH |
| 3 8th                     | <b>Master Spellcaster</b> Gain master spell attack rolls and spell DC.  |           |      |
| +1 8th                    |   | FEAT 16TH | 15TH |
| 3 9th                     | <b>Resolve</b> Gain master Will. Successes on Will saves are critical successes.  |           |      |
| +1 9th                    |   | FEAT 18TH | 17TH |
| 1 10th                    | <b>Bloodline Paragon</b> Gain a 10th-level spell slot.<br><b>Legendary Spellcaster</b> Gain legendary spell attack rolls and spell DC.  |           |      |
|                           |   | FEAT 20TH | 19TH |
| BLOODLINE                 |   |           |      |
| BLOODLINE                 | Tradition _____   |           |      |
| BLOOD MAGIC               |   |           |      |
| NAME                      | <input type="checkbox"/> FREE ACTION<br><input type="checkbox"/> REACTION   | TRAITS    | PAGE |
| TRIGGER                   |   |           |      |
| DESCRIPTION               |   |           |      |
| NAME                      | <input type="checkbox"/> FREE ACTION<br><input type="checkbox"/> REACTION   | TRAITS    | PAGE |
| TRIGGER                   |   |           |      |
| DESCRIPTION               |   |           |      |

# 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         | ANCESTRY AND HERITAGE | LEVEL       |
| PLAYER NAME            | BACKGROUND            |             |
| EXPERIENCE POINTS (XP) | SIZE                  | ALIGNMENT   |
|                        | DEITY                 | 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     |
| SPELL DC       |                    |
| DC BASE = 10   | INT PROF TEM L     |

|       |      |                        |
|-------|------|------------------------|
| SPEED | FEET | MOVEMENT TYPES & NOTES |
|-------|------|------------------------|

| MELEE STRIKES |                       |        |
|---------------|-----------------------|--------|
| WEAPON        | = STR PROF TEM L ITEM |        |
| DAMAGE DICE   | STR W SPEC OTHER      | TRAITS |
| WEAPON        | = STR PROF TEM L ITEM |        |
| DAMAGE DICE   | STR W SPEC OTHER      | TRAITS |

| RANGED STRIKES |                       |        |
|----------------|-----------------------|--------|
| WEAPON         | = DEX PROF TEM L ITEM |        |
| DAMAGE DICE    | SPECIAL W SPEC OTHER  | TRAITS |
| WEAPON         | = DEX PROF TEM L ITEM |        |
| DAMAGE DICE    | SPECIAL W SPEC OTHER  | TRAITS |

| SPELL ATTACK |                  |
|--------------|------------------|
|              | = INT PROF TEM L |
| SPELL        | DAMAGE           |

| WEAPON PROFICIENCIES                          |               |               |             |             |
|---|---------------|---------------|-------------|-------------|
| SIMPLE TEM L                                  | MARTIAL TEM L | UNARMED TEM L | SPELL TEM L | OTHER TEM L |
| club, crossbow, dagger, heavy crossbow, staff |               |               |             |             |

| ARMOR CLASS                   |                                      |                          |
|-------------------------------|--------------------------------------|--------------------------|
| AC = 10                       | DEX CAP PROF TEM L ITEM              |                          |
| UNARMORED TEM L               | LIGHT TEM L MEDIUM TEM L HEAVY TEM L |                          |
| Shield +                      | HARDNESS MAX HP BT CURRENT HP        |                          |
| SAVING THROWS                 |                                      |                          |
| FORTITUDE CON PROF ITEM TEM L | REFLEX DEX PROF ITEM TEM L           | WILL WIS PROF ITEM TEM L |
| NOTES                         |                                      |                          |

| HIT POINTS                 |                   |
|----------------------------|-------------------|
| MAX                        | CURRENT TEMPORARY |
|                            | DYING WOUNDED     |
| 6+ CON PER LEVEL           |                   |
| RESISTANCES AND IMMUNITIES |                   |
| CONDITIONS                 |                   |
| PERCEPTION                 |                   |
| WIS PROF TEM L ITEM        | SENSES            |

| SKILLS ARCANA AND 2 + INT |                             |
|---------------------------|-----------------------------|
| ACROBATICS                | = DEX PROF TEM L ITEM ARMOR |
| ARCANA                    | = INT PROF TEM L ITEM       |
| ATHLETICS                 | = STR PROF TEM L ITEM ARMOR |
| CRAFTING                  | = INT PROF TEM L ITEM       |
| DECEPTION                 | = CHA PROF TEM L ITEM       |
| DIPLOMACY                 | = CHA PROF TEM L ITEM       |
| INTIMIDATION              | = CHA PROF TEM L ITEM       |
| LORE                      | = INT PROF TEM L ITEM       |
| LORE                      | = INT PROF TEM L ITEM       |
| MEDICINE                  | = WIS PROF TEM L ITEM       |
| NATURE                    | = WIS PROF TEM L ITEM       |
| OCCULTISM                 | = INT PROF TEM L ITEM       |
| PERFORMANCE               | = CHA PROF TEM L ITEM       |
| RELIGION                  | = WIS PROF TEM L ITEM       |
| SOCIETY                   | = INT PROF TEM L ITEM       |
| STEALTH                   | = DEX PROF TEM L ITEM ARMOR |
| SURVIVAL                  | = WIS PROF TEM L ITEM       |
| THIEVERY                  | = DEX PROF TEM L ITEM ARMOR |
| LANGUAGES                 |                             |

| ANCESTRY FEATS AND ABILITIES |  |  |  |
|------------------------------|--|--|--|
| SPECIAL 1ST                  |  |  |  |
| HERITAGE 1ST                 |  |  |  |
| FEAT 1ST                     |  |  |  |
| FEAT 5TH                     |  |  |  |
| FEAT 9TH                     |  |  |  |
| FEAT 13TH                    |  |  |  |
| FEAT 17TH                    |  |  |  |
| SKILL FEATS                  |  |  |  |
| BACKGROUND                   |  |  |  |
| 2ND                          |  |  |  |
| 4TH                          |  |  |  |
| 6TH                          |  |  |  |
| 8TH                          |  |  |  |
| 10TH                         |  |  |  |
| 12TH                         |  |  |  |
| 14TH                         |  |  |  |
| 16TH                         |  |  |  |
| 18TH                         |  |  |  |
| 20TH                         |  |  |  |
| GENERAL FEATS                |  |  |  |
| 3RD                          |  |  |  |
| 7TH                          |  |  |  |
| 11TH                         |  |  |  |
| 15TH                         |  |  |  |
| 19TH                         |  |  |  |

| CLASS FEATS AND ABILITIES  |   |  |     |
|--|---|--|-----|
| SPELLS   | Arcane Bond   |  |     |
| 5 cantrips,<br>2 1st   | <b>Arcane School</b> Gain an extra slot for each level you can cast, which can hold only a spell of your school. Gain school spells. <b>School</b> _____<br><input type="checkbox"/> <b>Universalist Feat</b> _____ |  |     |
| <b>Arcane Spellcasting</b> Spellbook contains 10 arcane cantrips and 5 1st-level arcane spells. When you level up, add 2 spells of any level you can cast. |   |  | 1ST |
| <b>Arcane Thesis</b>   |   |  |     |
| +1 1st   | FEAT 2ND  |  |     |
| 2 2nd  | 3RD   |  |     |
| +1 2nd   | FEAT 4TH  |  |     |
| 2 3rd  | 5TH   |  |     |
| +1 3rd   | FEAT 6TH  |  |     |
| 2 4th  | <b>Expert Spellcaster</b> Gain expert proficiency in arcane spell attack rolls and spell DC.  |  |     |
| +1 4th   | 7TH   |  |     |
| 2 5th  | <b>Magical Fortitude</b> Gain expert Fortitude.   |  |     |
| +1 5th   | 9TH   |  |     |
| 2 6th  | <b>Alertness</b> Gain expert Perception.<br><b>Wizard Weapon Expertise</b> Gain expert club, crossbow, dagger, heavy crossbow, and unarmed staff.   |  |     |
| +1 6th   | 11TH  |  |     |
| 2 7th  | <b>Defensive Robes</b> Gain expert unarmored defense.<br><b>Weapon Specialization</b> +2 damage if expert, +3 master, +4 legendary.   |  |     |
| +1 7th   | 13TH  |  |     |
| 2 8th  | <b>Master Spellcaster</b> Gain master arcane spell attack rolls and spell DC.   |  |     |
| +1 8th   | 15TH  |  |     |
| 2 9th  | <b>Resolve</b> Gain master Will. Successes on Will saves are critical successes.  |  |     |
| +1 9th   | 17TH  |  |     |
| 1 10th   | <b>Archwizard's Spellcraft</b> Gain a 10th-level spell slot.<br><b>Legendary Spellcaster</b> Gain legendary arcane spell attack rolls and spell DC.   |  |     |
| -  | 19TH  |  |     |
| FEAT 20TH  |   |  |     |

| ACTIONS AND ACTIVITIES     |   |        |      |
|----------------------------|---|--------|------|
| NAME                       | ACTIONS   | TRAITS | PAGE |
| DESCRIPTION                |   |        |      |
| FREE ACTIONS AND REACTIONS |   |        |      |
| NAME                       | <input type="checkbox"/> FREE ACTION<br><input type="checkbox"/> REACTION | TRAITS | PAGE |
| TRIGGER                    |   |        |      |
| DESCRIPTION                |   |        |      |
| NAME                       | <input type="checkbox"/> FREE ACTION<br><input type="checkbox"/> REACTION | TRAITS | PAGE |
| TRIGGER                    |   |        |      |
| DESCRIPTION                |   |        |      |

## BASIC ACTIONS

**Aid** DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

**Crawl** (move) Move 5 feet while prone.

**Delay** Select this when your turn begins; take your turn later.

**Drop Prone** (move) Fall prone.

**Escape** (attack) Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

**Interact** (manipulate) Grab an object, open a door, draw an item, or do a similar action.

**Leap** (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

**Ready** (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

**Release** (manipulate) Release something you're holding without triggering reactions.

**Seek** (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

**Sense Motive** (concentrate, secret) See if a creature is lying.

**Stand** (move) You stand up from prone.

**Step** (move) Move 5 feet without triggering reactions.

**Stride** (move) Move up to your Speed.

**Strike** (attack) Attack with a weapon or unarmed attack.

**Take Cover** Gain cover, or get greater cover if you have cover.

## SPECIALTY BASIC ACTIONS

**Arrest a Fall** Use Acrobatics to slow your fall while flying.

**Avert Gaze** Get a +2 circumstance bonus against visual abilities.

**Burrow** (move) Move up to your burrow Speed.

**Fly** (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

**Grab an Edge** (manipulate) Try to catch something to stop a fall.

**Mount** (move) Get on an allied animal bigger than you to ride it.

**Point Out** (auditory, manipulate, visual) Reveal unobserved creature.

**Raise a Shield** Put up a shield to get its bonus to AC.

## HERO POINTS

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.

**Spend all your Hero Points** to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or decrease it.

## SKILL ACTIONS

**E** Exploration action, **D** Downtime action

**ACROBATICS** (Dex, Core 240) Balance ♦, Tumble Through ♦

**Trained** Maneuver in Flight ♦, Squeeze ♦

**ARCANA** (Int, Core 241) Recall Knowledge ♦ (Core 238)

**Trained** Borrow an Arcane Spell<sup>E</sup>, Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**ATHLETICS** (Str, Core 241) Climb ♦, Force Open ♦, Grapple ♦, High Jump ♦♦, Long Jump ♦♦, Shove ♦, Swim ♦, Trip ♦

**Trained** Disarm ♦

**CRAFTING** (Int, Core 243) Recall Knowledge ♦ (Core 238), Repair<sup>E</sup>

**Trained** Craft<sup>D</sup>, Earn Income<sup>D</sup> (Core 236), Identify Alchemy<sup>E</sup>

**DECEPTION** (Cha, Core 245) Create a Diversion ♦, Impersonate<sup>E</sup>, Lie

**Trained** Feint ♦

**DIPLOMACY** (Cha, Core 246) Gather Information<sup>E</sup>, Make an Impression<sup>E</sup>, Request ♦

**INTIMIDATION** (Cha, Core 247) Coerce<sup>E</sup>, Demoralize ♦

**LORE** (Int, Core 247) Recall Knowledge ♦ (Core 238)

**Trained** Earn Income<sup>D</sup> (Core 236)

**MEDICINE** (Wis, Core 248) Administer First Aid ♦♦, Recall Knowledge ♦ (Core 238)

**Trained** Treat Disease<sup>D</sup>, Treat Poison ♦, Treat Wounds<sup>E</sup>

**NATURE** (Wis, Core 249) Command an Animal ♦, Recall Knowledge ♦ (Core 238)

**Trained** Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**OCCULTISM** (Int, Core 249) Recall Knowledge ♦ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**PERFORMANCE** (Cha, Core 250) Perform ♦

**Trained** Earn Income<sup>D</sup> (Core 236)

**RELIGION** (Wis, Core 250) Recall Knowledge ♦ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**SOCIETY** (Int, Core 250) Recall Knowledge ♦ (Core 238), Subsist<sup>D</sup> (Core 240)

**Trained** Create Forgery<sup>D</sup>, Decipher Writing<sup>E</sup> (Core 234)

**STEALTH** (Dex, Core 251) Conceal an Object ♦, Hide ♦, Sneak ♦

**SURVIVAL** (Wis, Core 252) Sense Direction<sup>E</sup>, Subsist<sup>D</sup> (Core 240)

**Trained** Cover Tracks<sup>E</sup>, Track<sup>E</sup>

**THIEVERY** (Dex, Core 253) Palm an Object ♦, Steal ♦

**Trained** Disable a Device ♦♦, Pick a Lock ♦♦

## CONDITIONS

**BLINDED** All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a -4 status penalty to Perception checks.

**CLUMSY** Status penalty to Dex-based checks and DCs equal to your clumsy value.

**DEAFENED** Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

**DRAINED** Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

**ENFEEBLED** Status penalty to Str-based rolls and DCs equal to your enfeebled value.

**FATIGUED** Take a -1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

**FRIGHTENED** Status penalty to all checks and DCs equal to your frightened

value. At the end of each of your turns, the value decreases by 1.

**GRABBED** You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

**PERSISTENT DAMAGE** Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check.

**PRONE** You're flat-footed with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

**RESTRINED** You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

**SICKENED** Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

**STUPEFIED** Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

## DEATH AND DYING

**KNOCKED OUT** When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

**DYING** You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

**RECOVERY CHECKS** At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

**Critical Success** Your dying value is reduced by 2.

**Success** Your dying value is reduced by 1.

**Failure** Your dying value increases by 1.

**Critical Failure** Your dying value increases by 2.

**UNCONSCIOUS** You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

**WOUNDED** Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

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