

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

Unknown Adventurer

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE

Human (Versatile Heritage)

BACKGROUND

Mercenary

CLASS

Fighter

SIZE

ALIGNMENT

TRAITS

DEITY Not set

LEVEL

4

HERO POINTS



ABILITY SCORES

+4	STR MODIFIER	STRENGTH SCORE	18
+1	DEX MODIFIER	DEXTERITY SCORE	12
+3	CON MODIFIER	CONSTITUTION SCORE	16
+0	INT MODIFIER	INTELLIGENCE SCORE	10
+1	WIS MODIFIER	WISDOM SCORE	12
+0	CHA MODIFIER	CHARISMA SCORE	10

CLASS DC

20	DC BASE	KEY	PROF	T	E	M	L	ITEM
= 10		4	6	✓				

ARMOR CLASS



DC BASE	DEX	CAP	PROF	T	E	M	L	ITEM
= 10	1	OR	6	✓				0
UNARMORED	T	E	M	L				
	✓							
LIGHT	T	E	M	L				
	✓							
MEDIUM	T	E	M	L				
	✓							
HEAVY	T	E	M	L				
	✓							
Shield	+							
HARDNESS								
MAX HP								
BT								
CURRENT HP								

SAVING THROWS

FORTITUDE

+11				
CON		PROF		
3		8		
ITEM		T	E	M
0		✓		

REFLEX

+9					
DEX		PROF			
1		8			
ITEM		T	E	M	L
0		✓			

WILL

+9				
WIS		PROF		
1		8		
ITEM		T	E	M
0		✓		

NOTES

HIT POINTS

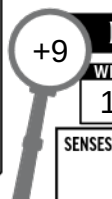


64	MAX
CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION



+9	WIS	PROF	T	E	M	L	ITEM
	1	8	✓				0

SENSES

SPEED 25 FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

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

RANGED STRIKES

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS		
WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS		
WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS		

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
T	T	T	T
E	E	E	E
M	M	M	M
L	L	L	L
✓	✓		

SKILLS

ACROBATICS	+7	DEX	PROF	T	E	M	L	ITEM	ARMOR
		1	6	✓				0	-0
ARCANA	+0	INT	PROF	T	E	M	L	ITEM	
		0	0					0	
ATHLETICS	+10	STR	PROF	T	E	M	L	ITEM	ARMOR
		4	6	✓				0	-0
CRAFTING	+0	INT	PROF	T	E	M	L	ITEM	
		0	0					0	
DECEPTION	+6	CHA	PROF	T	E	M	L	ITEM	
		0	6	✓				0	
DIPLOMACY	+0	CHA	PROF	T	E	M	L	ITEM	
		0	0					0	
INTIMIDATION	+6	CHA	PROF	T	E	M	L	ITEM	
		0	6	✓				0	
Mercenary LORE	+6	INT	PROF	T	E	M	L	ITEM	
		0	6	✓				0	
LORE		INT	PROF	T	E	M	L	ITEM	
MEDICINE	+1	WIS	PROF	T	E	M	L	ITEM	
		1	0					0	
NATURE	+1	WIS	PROF	T	E	M	L	ITEM	
		1	0					0	
OCCULTISM	+0	INT	PROF	T	E	M	L	ITEM	
		0	0					0	
PERFORMANCE	+0	CHA	PROF	T	E	M	L	ITEM	
		0	0					0	
RELIGION	+1	WIS	PROF	T	E	M	L	ITEM	
		1	0					0	
SOCIETY	+0	INT	PROF	T	E	M	L	ITEM	
		0	0					0	
STEALTH	+7	DEX	PROF	T	E	M	L	ITEM	ARMOR
		1	6	✓				0	-0
SURVIVAL	+1	WIS	PROF	T	E	M	L	ITEM	
		1	0					0	
THIEVERY	+7	DEX	PROF	T	E	M	L	ITEM	ARMOR
		1	6	✓				0	-0

LANGUAGES

None selected

Ancestry Feats and Abilities	
	SPECIAL 1 ST
Versatile Heritage	HERITAGE 1 ST
Arcane Tattoos	FEAT 1 ST
	FEAT 5 TH
	FEAT 9 TH
	FEAT 13 TH
	FEAT 17 TH

Skill Feats	
Experienced Professional	BACKGROUND
Intimidating Glare	2 ND
Steady Balance	4 TH
	6 TH
	8 TH
	10 TH
	12 TH
	14 TH
	16 TH
	18 TH
	20 TH

General Feats	
Toughness	3 RD
	7 TH
	11 TH
	15 TH
	19 TH

Class Feats and Abilities	
Arcane Tattoo (Electric Arc)	FEATURE 1 ST
Advanced Weapon Choice (Butchering Axe)	FEATURE 1 ST
Snagging Strike	FEAT 1 ST
Aggressive Block	FEAT 2 ND
Bravery	FEATURE 3 RD
Powerful Shove	FEAT 4 TH
	FEATURE 5 TH
	FEAT 6 TH
	FEATURE 7 TH
	FEAT 8 TH
	FEATURE 9 TH
	FEAT 10 TH
	FEATURE 11 TH
	FEAT 12 TH
	FEATURE 13 TH
	FEAT 14 TH
	FEATURE 15 TH
	FEAT 16 TH
	FEATURE 17 TH
	FEAT 18 TH
	FEATURE 19 TH
	FEAT 20 TH

Bonus Feats	
Weapon Proficiency	
Shield Block	

Inventory

Worn Items

Invest (Max 10)

Bulk

Unarmored

Readied Items

Bulk

Other Items

Bulk

Bulk

0

Encumbered

+9

Base =5

Str +4

+14

Maximum =10

Base STR +4

0

CP

0

SP

15

GP

0

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE Not set	GENDER & PRONOUNS Not set	HT	WT
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APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

CAMPAIGN NOTES

NOTES

ALLIES

ENEMIES

ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS


NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
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TRIGGER DESCRIPTION			

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION			

SPELL ATTACK ROLL

 =

KEY

PROF

T

E

M

L

SPELL DC

 = DC BASE **10**

KEY

PROF

T

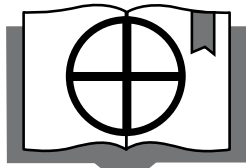
E

M

L

MAGIC TRADITIONS

ARCANE



OCCULT

PRIMAL

DIVINE

☐ PREPARED ☐ SPONTANEOUS

CANTRIPS

[illegible]

INNATE SPELLS

Electric Arc

FREQ
ACTIONS
2
M X S X V

Zap one or two creatures with lightning.

FREQ
ACTIONS
M S V

FOCUS SPELLS

FOCUS POINTS

CURRENT	MAXIMUM
	0

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

SPELL SLOTS PER DAY

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

[illegible]