

# PATHFINDER

## CHARACTER SHEET

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

Single Action  
Two-Action Activity  
Three-Action Activity  
Free Action  
Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE

BACKGROUND

CLASS

SIZE

ALIGNMENT

TRAITS

DEITY

LEVEL

HERO POINTS

### ABILITY SCORES

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

### CLASS DC

DC BASE	KEY	PROF	T	E	M	L	ITEM
= 10							

### ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

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

Shield +

HARDNESS MAX HP / BT CURRENT HP

### SAVING THROWS

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

### HIT POINTS

CURRENT TEMPORARY

DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

### PERCEPTION

WIS PROF T E M L ITEM

SENSSES

SPEED

FEET

MOVEMENT TYPES & NOTES

### MELEE STRIKES

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B 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 E M L	T E M L	T E M L	T E M L

### SKILLS

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

### LANGUAGES

ANCESTRY FEATS AND ABILITIES	
	SPECIAL 1 <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>

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	

INVENTORY			
WORN ITEMS	INVEST (MAX 10)	BULK	
READIED ITEMS	BULK	OTHER ITEMS	BULK

BULK

ENCUMBERED

BASE

STR

=5

MAXIMUM

BASE

STR

=10

CP

SP

GP

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	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	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE	NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION				DESCRIPTION			

FREE ACTIONS AND REACTIONS


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

## SPELL ATTACK ROLL

Diagram illustrating the components of the system:

- An octagon is equated to a box labeled **KEY**.
- A box labeled **PROF**.
- A row of four boxes labeled **T**, **E**, **M**, and **L**.

**SPELL DC**

 = DC BASE **10**

KEY

PROF

T

E

M

L

## MAGIC TRADITIONS

## DIVINE



## CANTRIPS

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

	PREP [ ]
	ACTIONS [ ]
	M [ ] S [ ] V [ ]

## INNATE SPELLS

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

## FOCUS SPELLS

[illegible]

	<div>ACTIONS</div> <div></div> <div>M S V</div>
	<div>ACTIONS</div> <div></div> <div>M S V</div>
	<div>ACTIONS</div> <div></div> <div>M S V</div>
	<div>ACTIONS</div> <div></div> <div>M S V</div>

## SPELL SLOTS PER DAY

[illegible]

**SPONTANEOUS SPELL SLOTS REMAINING**

## SPELLS

[illegible]