

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

### SAVING THROWS

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

### HIT POINTS

CURRENT	TEMPORARY
DYING	WOUNDED
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			
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			
WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	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		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

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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



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
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS


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

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

## SPELL ATTACK ROLL

 =      

## SPELL DC

 = DC BASE **10**

KEY

PROF

T

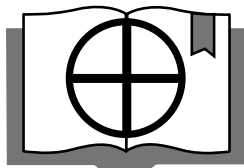
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## MAGIC TRADITIONS

# ARCANE



## OCCULT

**PRIMAL**

## DIVINE

☐ PREPARED      ☐ SPONTANEOUS

## CANTRIPS

[illegible]

## INNATE SPELLS

	<b>FREQ</b>
	<b>ACTIONS</b>
	<b>M S V</b>
	<b>FREQ</b>
	<b>ACTIONS</b>
	<b>M S V</b>

## FOCUS SPELLS

	CURRENT	MAXIMUM
FOCUS POINTS		

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]