

# 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** **STRENGTH** **SCORE**

**DEX** **DEXTERITY** **SCORE**

**CON** **CONSTITUTION** **SCORE**

**INT** **INTELLIGENCE** **SCORE**

**WIS** **WISDOM** **SCORE**

**CHA** **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**

**UNARMORED** **LIGHT** **MEDIUM** **HEAVY**

**T E M L** **T E M L** **T E M L** **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**

**SENSES**

**SPEED** **FEET** **MOVEMENT TYPES & NOTES**

**MELEE STRIKES**

**WEAPON** **DAMAGE** **DICE** **STR** **B** **P** **S** **W SPEC** **OTHER** **TRAITS**

**WEAPON** **DAMAGE** **DICE** **STR** **B** **P** **S** **W SPEC** **OTHER** **TRAITS**

**WEAPON** **DAMAGE** **DICE** **STR** **B** **P** **S** **W SPEC** **OTHER** **TRAITS**

**RANGED STRIKES**

**WEAPON** **DAMAGE** **DICE** **SPECIAL** **B** **P** **S** **W SPEC** **OTHER** **TRAITS**

**WEAPON** **DAMAGE** **DICE** **SPECIAL** **B** **P** **S** **W SPEC** **OTHER** **TRAITS**

**WEAPON** **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



ENCUMBERED

BASE STR

= 5

MAXIMUM

BASE STR

= 10

CP

SP

GP

PP

CHARACTER SKETCH		ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
		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

[illegible]

DC BASE KEY PROF

A diagram titled "MAGIC TRADITIONS" in a blue banner. In the center is a stylized open book with a red cover and a white circle containing a cross on its pages. To the left of the book are the words "ARCANE" and "PRIMAL". To the right are "OCCULT" and "DIVINE". Below the book are two white squares, each followed by a word: "PREPARED" and "SPONTANEOUS".

# ARCANE



## OCCULT

## PRIMAL

## DIVINE

☒ PREPARED ☐ SPONTANEOUS

[illegible]

INNATE SPELLS	
	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

FOCUS SPELLS		
FOCUS POINTS	CURRENT	MAXIMUM
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
		ACTIONS <input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V

SPELL SLOTS PER DAY										
CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10
SPONTANEOUS SPELL SLOTS REMAINING										