

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 ST
	HERITAGE 1 ST
	FEAT 1 ST
	FEAT 5 TH
	FEAT 9 TH
	FEAT 13 TH
	FEAT 17 TH

SKILL FEATS	
	BACKGROUND
	2 ND
	4 TH
	6 TH
	8 TH
	10 TH
	12 TH
	14 TH
	16 TH
	18 TH
	20 TH

GENERAL FEATS	
	3 RD
	7 TH
	11 TH
	15 TH
	19 TH

CLASS FEATS AND ABILITIES	
	FEATURE 1 ST
	FEATURE 1 ST
	FEAT 1 ST
	FEAT 2 ND
	FEATURE 3 RD
	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	

INVENTORY						
WORN ITEMS	INVEST (MAX 10)	BULK	READIED ITEMS	BULK	OTHER ITEMS	BULK
			<div><div><div>BULK</div><div></div></div><div><div>ENCUMBERED</div><div>BASE</div><div>STR</div><div>= 5</div></div><div><div>MAXIMUM</div><div>BASE</div><div>STR</div><div>= 10</div></div></div> <div><div>CP</div><div>SP</div><div>GP</div><div>PP</div></div>			

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

SPELL DC					
<div></div>	= DC BASE	KEY <div></div>	PROF <div></div>	T <div></div>	E M L <div></div> <div></div> <div></div>

DC BASE KEY PROF

A diagram titled "MAGIC TRADITIONS" in a dark blue banner. Below the banner is a central illustration of an open book with a red cover and a white cross on its pages. To the left of the book, the words "ARCANE" and "PRIMAL" are stacked vertically. To the right, "OCCULT" and "DIVINE" are stacked vertically. Below the book, there are two white squares, each followed by a word: "PREPARED" and "SPONTANEOUS".

ARCANE



OCCULT

PRIMAL

DIVINE

☒ PREPARED ☐ SPONTANEOUS

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
		PREP
		ACTIONS
	M	S V

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										

SPELLS			
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V
	PREP		PREP
	ACTIONS		ACTIONS
	M S V		M S V