

# 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  
 MODIFIER

**DEX** DEXTERITY SCORE  
 MODIFIER

**CON** CONSTITUTION SCORE  
 MODIFIER

**INT** INTELLIGENCE SCORE  
 MODIFIER

**WIS** WISDOM SCORE  
 MODIFIER

**CHA** CHARISMA SCORE  
 MODIFIER

### ARMOR CLASS

DC BASE = 10

DEX   CAP   PROF   T E M L   ITEM

OR

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

### HIT POINTS

MAX

CURRENT   TEMPORARY

DYING   WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

### 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

### PERCEPTION

WIS   PROF   T E M L   ITEM

SENSES

### CLASS DC

DC BASE = 10

KEY   PROF   T E M L   ITEM

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

### MELEE STRIKES

**WEAPON**   **DAMAGE**   **DICE**   **STR**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DAMAGE**   **DICE**   **STR**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DAMAGE**   **DICE**   **STR**   **W SPEC**   **OTHER**   **TRAITS**

### RANGED STRIKES

**WEAPON**   **DAMAGE**   **DICE**   **SPECIAL**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DAMAGE**   **DICE**   **SPECIAL**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DAMAGE**   **DICE**   **SPECIAL**   **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

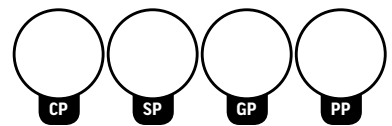
BULK



ENCUMBERED

BASE STR  
= 5

MAXIMUM  
BASE STR  
= 10



# 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			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

# FREE ACTIONS AND REACTIONS

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

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

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

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

## SPELL ATTACK ROLL

=  KEY  PROF  T  E  M  L

## SPELL DC

= DC BASE  KEY  PROF  T  E  M  L

## MAGIC TRADITIONS



PREPARED  SPONTANEOUS

## CANTRIPS

<input type="text"/>	PREP <input type="checkbox"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	PREP <input type="checkbox"/>
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<input type="text"/>	M S V <input type="text"/>

## INNATE SPELLS

<input type="text"/>	FREQ <input type="text"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	FREQ <input type="text"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>

## FOCUS SPELLS

FOCUS POINTS  CURRENT  MAXIMUM

<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	ACTIONS <input type="text"/>
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<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>

## SPELL SLOTS PER DAY

CANTRIP LEVEL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

## SPELLS

<input type="text"/>	PREP <input type="checkbox"/>	<input type="text"/>	PREP <input type="checkbox"/>
<input type="text"/>	ACTIONS <input type="text"/>	<input type="text"/>	ACTIONS <input type="text"/>
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