

# 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

<input type="text"/>	<b>STR</b> MODIFIER	<b>STRENGTH</b> SCORE	<input type="text"/>
<input type="text"/>	<b>DEX</b> MODIFIER	<b>DEXTERITY</b> SCORE	<input type="text"/>
<input type="text"/>	<b>CON</b> MODIFIER	<b>CONSTITUTION</b> SCORE	<input type="text"/>
<input type="text"/>	<b>INT</b> MODIFIER	<b>INTELLIGENCE</b> SCORE	<input type="text"/>
<input type="text"/>	<b>WIS</b> MODIFIER	<b>WISDOM</b> SCORE	<input type="text"/>
<input type="text"/>	<b>CHA</b> MODIFIER	<b>CHARISMA</b> SCORE	<input type="text"/>

### CLASS DC

<input type="text"/>	DC BASE	KEY	PROF	T	E	M	L	ITEM
<input type="text"/>	= 10							

### ARMOR CLASS

AC = 10

DC BASE

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

### SAVING THROWS

FORTITUDE				REFLEX				WILL						
<input type="text"/>				<input type="text"/>				<input type="text"/>						
CON	PROF			DEX	PROF			WIS	PROF					
ITEM	T	E	M	L	ITEM	T	E	M	L	ITEM	T	E	M	L
NOTES														

### HIT POINTS

MAX

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	<input type="text"/>	<input type="text"/>	=	STR	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	STR	B	P	S	W SPEC	OTHER	TRAITS			

WEAPON	<input type="text"/>	<input type="text"/>	=	STR	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	STR	B	P	S	W SPEC	OTHER	TRAITS			

WEAPON	<input type="text"/>	<input type="text"/>	=	STR	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	STR	B	P	S	W SPEC	OTHER	TRAITS			

WEAPON	<input type="text"/>	<input type="text"/>	=	STR	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	STR	B	P	S	W SPEC	OTHER	TRAITS			

### RANGED STRIKES

WEAPON	<input type="text"/>	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS			

WEAPON	<input type="text"/>	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS			

WEAPON	<input type="text"/>	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS			

WEAPON	<input type="text"/>	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM
DAMAGE										
DICE	SPECIAL	B	P	S	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	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM	ARMOR
ARCANA	<input type="text"/>	=	INT	PROF	T	E	M	L	ITEM	
ATHLETICS	<input type="text"/>	=	STR	PROF	T	E	M	L	ITEM	ARMOR
CRAFTING	<input type="text"/>	=	INT	PROF	T	E	M	L	ITEM	
DECEPTION	<input type="text"/>	=	CHA	PROF	T	E	M	L	ITEM	
DIPLOMACY	<input type="text"/>	=	CHA	PROF	T	E	M	L	ITEM	
INTIMIDATION	<input type="text"/>	=	CHA	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	=	INT	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	=	INT	PROF	T	E	M	L	ITEM	
MEDICINE	<input type="text"/>	=	WIS	PROF	T	E	M	L	ITEM	
NATURE	<input type="text"/>	=	WIS	PROF	T	E	M	L	ITEM	
OCCULTISM	<input type="text"/>	=	INT	PROF	T	E	M	L	ITEM	
PERFORMANCE	<input type="text"/>	=	CHA	PROF	T	E	M	L	ITEM	
RELIGION	<input type="text"/>	=	WIS	PROF	T	E	M	L	ITEM	
SOCIETY	<input type="text"/>	=	INT	PROF	T	E	M	L	ITEM	
STEALTH	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM	ARMOR
SURVIVAL	<input type="text"/>	=	WIS	PROF	T	E	M	L	ITEM	
THIEVERY	<input type="text"/>	=	DEX	PROF	T	E	M	L	ITEM	ARMOR

### LANGUAGES

<input type="text"/>
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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



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

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

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

 = 

KEY

PROF

T	E	M	L

## SPELL DC

 = DC BASE **10**

KEY

PROF

T

E

M

L

## MAGIC TRADITIONS

## OCCULT



## DIVINE

☐ PREPARED    ☐ SPONTANEOUS

## CANTRIPS

PREP

PREP

PREP

PREP

	<b>PREP</b>
--	-------------

PREP

## INNATE SPELLS

## INNATE SPELLS

	FREQ
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	1
11	1
12	1
13	1
14	1
15	1
16	1
17	1
18	1
19	1
20	1
21	1
22	1
23	1
24	1
25	1
26	1
27	1
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80	1
81	1
82	1
83	1
84	1
85	1
86	1
87	1
88	1
89	1
90	1
91	1
92	1
93	1
94	1
95	1
96	1
97	1
98	1
99	1
100	1

## FOCUS SPELLS

## FOCUS SPELLS

CURRENT      MAXIMUM

	CURRENT	MAXIMUM
FOCUS POINTS		

	<b>ACTIONS</b>
--	----------------

	<b>ACTIONS</b>
--	----------------

	<b>ACTIONS</b>
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## SPELL SLOTS PER DAY

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

## SPELLS

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP
--	------	--	------

	PREP		PREP

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