

PATHFINDER

CHARACTER SHEET

ACTIONS

- Single Action
- Two-Action Activity
- Three-Action Activity
- Free Action
- Reaction

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

CHARACTER NAME
PLAYER NAME
EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE		
BACKGROUND		
CLASS		
SIZE	ALIGNMENT	TRAITS
DEITY		

LEVEL
HERO POINTS

ABILITY SCORES

STR	MOD	SCORE
DEX	MOD	SCORE
CON	MOD	SCORE
INT	MOD	SCORE
WIS	MOD	SCORE
CHA	MOD	SCORE

ARMOR CLASS

AC = 10

DC BASE DEX CAP T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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 T E M L	DEX T E M L	WIS T E M L
ITEM	ITEM	ITEM
NOTES		

PERCEPTION

WIS T E M L ITEM

SENSSES

CLASS DC

DC BASE KEY T E M L ITEM

= 10

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

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 PROFICIENCIES

SIMPLE T E M L	MARTIAL T E M L	OTHER T E M L	OTHER T E M L

SKILLS

ACROBATICS	= DEX	T E M L	ITEM	ARMOR
ARCANA	= INT	T E M L	ITEM	
ATHLETICS	= STR	T E M L	ITEM	ARMOR
CRAFTING	= INT	T E M L	ITEM	
DECEPTION	= CHA	T E M L	ITEM	
DIPLOMACY	= CHA	T E M L	ITEM	
INTIMIDATION	= CHA	T E M L	ITEM	
LORE	= INT	T E M L	ITEM	
LORE	= INT	T E M L	ITEM	
MEDICINE	= WIS	T E M L	ITEM	
NATURE	= WIS	T E M L	ITEM	
OCCULTISM	= INT	T E M L	ITEM	
PERFORMANCE	= CHA	T E M L	ITEM	
RELIGION	= WIS	T E M L	ITEM	
SOCIETY	= INT	T E M L	ITEM	
STEALTH	= DEX	T E M L	ITEM	ARMOR
SURVIVAL	= WIS	T E M L	ITEM	
THIEVERY	= DEX	T E M L	ITEM	ARMOR

LANGUAGES

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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

ENCUMBERED

BASE

=5 STR

MAXIMUM

BASE

=10 STR

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
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

FREE ACTIONS AND REACTIONS

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

DESCRIPTION

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

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TRIGGER


DESCRIPTION

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TRIGGER

DESCRIPTION

SPELL ATTACK ROLL

 =

KEY

T	E	M	L

SPELL DC

 = **DC BASE** **10** **KEY**

T

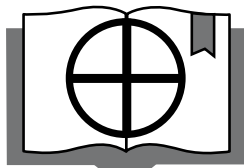
E

M

L

MAGIC TRADITIONS

ARCANE



OCCULT

PRIMAL

DIVINE

☐ PREPARED ☐ SPONTANEOUS

CANTRIPS

[illegible]

INNATE SPELLS

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

FOCUS SPELLS

	CURRENT	MAXIMUM
FOCUS POINTS		

	ACTIONS <div></div> <div>M S V</div>
	ACTIONS <div></div> <div>M S V</div>
	ACTIONS <div></div> <div>M S V</div>
	ACTIONS <div></div> <div>M S V</div>

SPELL SLOTS PER DAY

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

[illegible]