

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 MODIFIER	STRENGTH SCORE	
DEX MODIFIER	DEXTERITY SCORE	
CON MODIFIER	CONSTITUTION SCORE	
INT MODIFIER	INTELLIGENCE SCORE	
WIS MODIFIER	WISDOM SCORE	
CHA MODIFIER	CHARISMA SCORE	

CLASS DC

DC BASE	KEY	PROF	T	E	M	L	ITEM
= 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	
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

SENSSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			
WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			
WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			

RANGED STRIKES

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			
WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			
WEAPON			DEX	PROF	T	E	M	L	ITEM
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

BULK

ENCUMBERED

BASE STR

=5

MAXIMUM

BASE STR

=10

CP

SP

GP

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
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APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

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

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

SPELL ATTACK ROLL

Diagram illustrating the components of the system:

- An octagon is equated to a box labeled **KEY**.
- A box labeled **PROF**.
- A row of four boxes labeled **T**, **E**, **M**, and **L**.

SPELL DC

 = DC BASE **10**



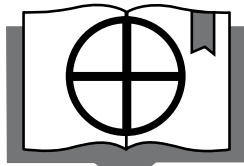




MAGIC TRADITIONS

OCCULT

DIVINE



☐ PREPARED ☐ SPONTANEOUS

CANTRIPS

[illegible]

INNATE SPELLS

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

FOCUS SPELLS

Country	Population
USA	300,000,000
China	1,300,000,000
India	1,100,000,000
Japan	125,000,000
Germany	82,000,000
France	64,000,000
UK	60,000,000
Italy	59,000,000
Spain	45,000,000
Canada	32,000,000
Brazil	190,000,000
Argentina	40,000,000
South Africa	45,000,000
South Korea	45,000,000
Sweden	9,000,000
Norway	4,500,000
Denmark	5,500,000
Finland	5,300,000
Ireland	4,000,000
Portugal	11,000,000
Greece	11,500,000
Turkey	70,000,000
Russia	145,000,000
Poland	38,000,000
Czech Republic	10,500,000
Slovakia	5,400,000
Hungary	10,500,000
Slovenia	2,100,000
Croatia	4,500,000
Serbia	7,500,000
Bulgaria	8,000,000
Romania	22,000,000
Ukraine	48,000,000
Belarus	9,500,000
Latvia	2,300,000
Lithuania	3,100,000
Estonia	1,300,000
Belgium	10,500,000
Netherlands	16,500,000
Switzerland	7,500,000
Austria	8,500,000
Germany	82,000,000
France	64,000,000
UK	60,000,000
Italy	59,000,000
Spain	45,000,000
Canada	32,000,000
Brazil	190,000,000
Argentina	40,000,000
South Africa	45,000,000
South Korea	45,000,000
Sweden	9,000,000
Norway	4,500,000
Denmark	5,500,000
Finland	5,300,000
Ireland	4,000,000
Portugal	11,000,000
Greece	11,500,000
Turkey	70,000,000
Russia	145,000,000
Poland	38,000,000
Czech Republic	10,500,000
Slovakia	5,400,000
Hungary	10,500,000
Slovenia	2,100,000
Croatia	4,500,000
Serbia	7,500,000
Bulgaria	8,000,000
Romania	22,000,000
Ukraine	48,000,000
Belarus	9,500,000
Latvia	2,300,000
Lithuania	3,100,000
Estonia	1,300,000
Belgium	10,500,000
Netherlands	16,500,000
Switzerland	7,500,000
Austria	8,500,000

	ACTIONS
	M S V
	ACTIONS
	M S V
	ACTIONS
	M S V
	ACTIONS
	M S V

SPELL SLOTS PER DAY

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

[illegible]