

# 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

## ARMOR CLASS

**AC** = 10

DC BASE   **DEX**   **CAP**   **PROF**   **T** **E** **M** **L**   **ITEM**

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

**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**   **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<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

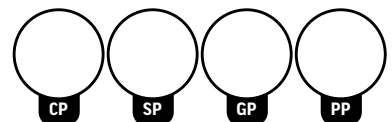
BULK



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

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

## INNATE SPELLS

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

## FOCUS SPELLS

FOCUS POINTS  CURRENT  MAXIMUM

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

## SPELL SLOTS PER DAY

CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

## SPELLS

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