

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

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 **10** 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"/>
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	PREP	<input type="checkbox"/>
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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"/>
	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"/>
	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"/>
	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"/>