

# 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**  
Amaranthe Silverleaf

**PLAYER NAME**  
Jordan

**EXPERIENCE POINTS (XP)**

**ANCESTRY AND HERITAGE**  
Elf (Seer Elf)

**BACKGROUND**  
Scholar (Arcana)

**CLASS**  
Wizard

**SIZE** M **ALIGNMENT** NG **TRAITS** elf, humanoid

**DEITY** Calistria

**LEVEL**  
1

**HERO POINTS**

## ABILITY SCORES

+0	<b>STR</b> MODIFIER	<b>STRENGTH</b> SCORE	10
+3	<b>DEX</b> MODIFIER	<b>DEXTERITY</b> SCORE	16
+1	<b>CON</b> MODIFIER	<b>CONSTITUTION</b> SCORE	12
+4	<b>INT</b> MODIFIER	<b>INTELLIGENCE</b> SCORE	18
+0	<b>WIS</b> MODIFIER	<b>WISDOM</b> SCORE	10
+1	<b>CHA</b> MODIFIER	<b>CHARISMA</b> SCORE	12

## ARMOR CLASS

**AC** 16

DC BASE = 10

DEX	CAP	PROF	T	E	M	L	ITEM
3		3					0

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

13 MAX

CURRENT	TEMPORARY
DYING	WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

## SAVING THROWS

FORTITUDE		REFLEX		WILL	
+4		+6		+5	
CON	PROF	DEX	PROF	WIS	PROF
1	3	3	3	0	5
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
0		0		0	

NOTES

## PERCEPTION

+3

WIS	PROF	T	E	M	L	ITEM
0	3					0

SENSSES

## CLASS DC

+17 = 10

DC BASE	KEY	PROF	T	E	M	L	ITEM
10	4	3					

**SPEED** 30 **FEET**

MOVEMENT TYPES & NOTES

## MELEE STRIKES

**WEAPON** Dagger

**DAMAGE** DICE 1d4 STR 0 W SPEC 0 OTHER TRAITS Agile, Finesse, Thrown 10 ft., Versatile S

**WEAPON**

**DAMAGE** DICE STR B W SPEC OTHER TRAITS

**WEAPON**

**DAMAGE** DICE STR B W SPEC OTHER TRAITS

## RANGED STRIKES

**WEAPON** Crossbow

**DAMAGE** DICE 1d8 SPECIAL 0 W SPEC 0 OTHER 120 ft. TRAITS

**WEAPON**

**DAMAGE** DICE SPECIAL B W SPEC OTHER TRAITS

**WEAPON**

**DAMAGE** DICE SPECIAL B 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	+3	DEX	PROF	T	E	M	L	ITEM	ARMOR
		3	0					0	-
ARCANA	+7	INT	PROF	T	E	M	L	ITEM	
		4	3					0	
ATHLETICS	+0	STR	PROF	T	E	M	L	ITEM	ARMOR
		0	0					0	-
CRAFTING	+4	INT	PROF	T	E	M	L	ITEM	
		4	0					0	
DECEPTION	+1	CHA	PROF	T	E	M	L	ITEM	
		1	0					0	
DIPLOMACY	+4	CHA	PROF	T	E	M	L	ITEM	
		1	3					0	
INTIMIDATION	+1	CHA	PROF	T	E	M	L	ITEM	
		1	0					0	
Academia	LORE	INT	PROF	T	E	M	L	ITEM	
		4	3					0	
LORE		INT	PROF	T	E	M	L	ITEM	
MEDICINE	+0	WIS	PROF	T	E	M	L	ITEM	
		0	0					0	
NATURE	+3	WIS	PROF	T	E	M	L	ITEM	
		0	3					0	
OCCULTISM	+7	INT	PROF	T	E	M	L	ITEM	
		4	3					0	
PERFORMANCE	+1	CHA	PROF	T	E	M	L	ITEM	
		1	0					0	
RELIGION	+3	WIS	PROF	T	E	M	L	ITEM	
		0	3					0	
SOCIETY	+7	INT	PROF	T	E	M	L	ITEM	
		4	3					0	
STEALTH	+6	DEX	PROF	T	E	M	L	ITEM	ARMOR
		3	3					0	-
SURVIVAL	+3	WIS	PROF	T	E	M	L	ITEM	
		0	3					0	
THIEVERY	+3	DEX	PROF	T	E	M	L	ITEM	ARMOR
		3	0					0	-

## LANGUAGES

Celestial, Common, Elven, Goblin, Mwangi, Sylvan

## ANCESTRY FEATS AND ABILITIES

	SPECIAL 1 <sup>ST</sup>
Seer Elf	HERITAGE 1 <sup>ST</sup>
Ancestral Longevity	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

Assurance (Arcana)	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

Drain Bonded Item	FEATURE 1 <sup>ST</sup>
Arcane Bond	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
Unarmored		
Bandolier		0.0

READIED ITEMS	BULK	OTHER ITEMS	BULK
		Adventurer's Pack	1.0
		Material Component Pouch	0.1
		Writing Set	0.1
		Bedroll	0.1
		Rations (7)	0.00000
		Tent (Pup)	0.1
		Spellbook (Blank)	0.1
		Healing Potion (Minor) (2)	0.2

**BULK**  
3.5

ENCUMBERED	
+5	BASE STR =5 +0

MAXIMUM	
+10	BASE STR =10 +0

9  
CP

2  
SP

1  
GP

0  
PP

# CHARACTER SKETCH



ETHNICITY Elf	NATIONALITY Kyonin	BIRTHPLACE Iadara	AGE 205	GENDER & PRONOUNS Male	HT 6'5"	WT 183lb
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**APPEARANCE**  
Amaranthe has red hair pulled into a bun and bright green eyes.

## PERSONALITY

**ATTITUDE**  
He is an excitable academic.

**BELIEFS**  
Anyone can be taught anything.

**LIKES**  
books, art, Reggie, elven wine

**DISLIKES**  
gross things, meat, beer

**CATCHPHRASES**  
None.

## 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
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DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

## FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

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TRIGGER DESCRIPTION			

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TRIGGER DESCRIPTION			

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

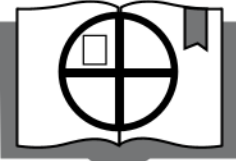
## SPELL ATTACK ROLL

+7 = KEY 4 PROF 3 T E M L

## SPELL DC

17 = DC BASE 10 KEY 4 PROF 3 T E M L

## MAGIC TRADITIONS

ARCANE  OCCULT  
PRIMAL  PREPARED  SPONTANEOUS DIVINE

## CANTRIPS

Acid Splash	PREP	
Damage creatures with acid.	ACTIONS	2
	M S V	
Electric Arc	PREP	
Zap one or two creatures with lightning.	ACTIONS	2
	M S V	
Light	PREP	
Make an object glow.	ACTIONS	2
	M S V	
Mage Hand	PREP	
Command a floating hand to move an object.	ACTIONS	2
	M S V	
Message	PREP	
Speak a message to a distant creature, who can reply.	ACTIONS	1
	M S V	
Prestidigitation	PREP	
Perform a minor magical trick.	ACTIONS	2
	M S V	
Produce Flame	PREP	
Kindle small flames to attack close or at range.	ACTIONS	2
	M S V	

## INNATE SPELLS

Detect Magic	FREQ	
Sense whether magic is nearby.	ACTIONS	2
	M S V	
	FREQ	
	ACTIONS	
	M S V	

## FOCUS SPELLS

FOCUS POINTS

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

## SPELL SLOTS PER DAY

CANTRIP LEVEL	2									
1	1	2	3	4	5	6	7	8	9	10
SPONTANEOUS SPELL SLOTS REMAINING										

## SPELLS

1: Burning Hands	PREP	
A small cone of flame rushes from your hands.	ACTIONS	2
	M S V	
1: Color Spray	PREP	
Swirling colors dazzle or stun creatures.	ACTIONS	2
	M S V	
1: Mage Armor	PREP	
Ward yourself with magical armor.	ACTIONS	2
	M S V	
1: Magic Missile	PREP	
Pelt creatures with unerring bolts of magical force.	ACTIONS	1
	M S V	
1: Mending	PREP	
Repair one non-magical item.	ACTIONS	
	M S V	
1: Unseen Servant	PREP	
Create an invisible creature to help you.	ACTIONS	2
	M S V	
	PREP	
	ACTIONS	
	M S V	
	PREP	
	ACTIONS	
	M S V	
	PREP	
	ACTIONS	
	M S V	
	PREP	
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