

# 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

DC BASE = 10

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**

### HIT POINTS

**CURRENT**   **TEMPORARY**

MAX

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

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

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

### RANGED STRIKES

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

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

**WEAPON**   **DAMAGE**   **DICE**   **SPECIAL**   **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**   **ARCANA**   **ATHLETICS**   **CRAFTING**   **DECEPTION**   **DIPLOMACY**   **INTIMIDATION**   **LORE**   **LORE**   **MEDICINE**   **NATURE**   **OCCULTISM**   **PERFORMANCE**   **RELIGION**   **SOCIETY**   **STEALTH**   **SURVIVAL**   **THIEVERY**

DEX   PROF   T E M L   ITEM   ARMOR

INT   PROF   T E M L   ITEM

STR   PROF   T E M L   ITEM   ARMOR

INT   PROF   T E M L   ITEM

CHA   PROF   T E M L   ITEM

CHA   PROF   T E M L   ITEM

CHA   PROF   T E M L   ITEM

INT   PROF   T E M L   ITEM

INT   PROF   T E M L   ITEM

WIS   PROF   T E M L   ITEM

WIS   PROF   T E M L   ITEM

INT   PROF   T E M L   ITEM

CHA   PROF   T E M L   ITEM

WIS   PROF   T E M L   ITEM

INT   PROF   T E M L   ITEM

DEX   PROF   T E M L   ITEM   ARMOR

WIS   PROF   T E M L   ITEM

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

