

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 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

SKILL FEATS

BACKGROUND

2ND

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

CLASS FEATS AND ABILITIES

FEATURE 1ST

FEATURE 1ST

FEAT 1ST

FEAT 2ND

FEATURE 3RD

FEAT 4TH

FEATURE 5TH

FEAT 6TH

FEATURE 7TH

FEAT 8TH

FEATURE 9TH

FEAT 10TH

FEATURE 11TH

FEAT 12TH

FEATURE 13TH

FEAT 14TH

FEATURE 15TH

FEAT 16TH

FEATURE 17TH

FEAT 18TH

FEATURE 19TH

FEAT 20TH

BONUS FEATS

INVENTORY

WORN ITEMS

INVEST
(MAX 10)

BULK

READIED ITEMS

BULK

OTHER ITEMS

BULK



ENCUMBERED

BASE STR
= 5

MAXIMUM

BASE STR
= 10

