

# 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			

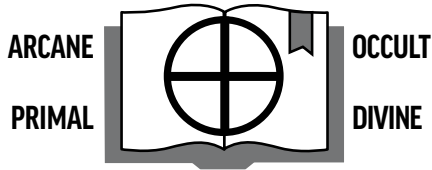
## SPELL ATTACK ROLL

=  KEY  PROF  T  E  M  L

## SPELL DC

= DC BASE  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"/>
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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"/>
	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"/>
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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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	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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	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"/>