

# 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** STRENGTH SCORE

**DEX** DEXTERITY SCORE

**CON** CONSTITUTION SCORE

**INT** INTELLIGENCE SCORE

**WIS** WISDOM SCORE

**CHA** 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

MAX

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**   **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

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



# 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			

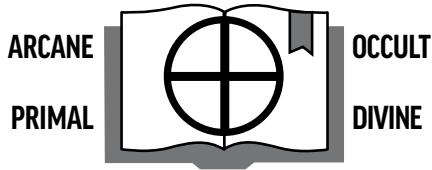
## SPELL ATTACK ROLL

=  KEY  PROF  T  E  M  L

## SPELL DC

= 10 DC BASE  KEY  PROF  T  E  M  L

## MAGIC TRADITIONS



PREPARED  SPONTANEOUS

## CANTRIPS

<input type="text"/>	PREP <input type="checkbox"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	PREP <input type="checkbox"/>
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## INNATE SPELLS

<input type="text"/>	FREQ <input type="text"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	FREQ <input type="text"/>
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## FOCUS SPELLS

FOCUS POINTS  CURRENT  MAXIMUM

<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>
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<input type="text"/>	M S V <input type="text"/>
<input type="text"/>	ACTIONS <input type="text"/>
<input type="text"/>	M S V <input type="text"/>

## SPELL SLOTS PER DAY

CANTRIP LEVEL	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

## SPELLS

<input type="text"/>	PREP <input type="checkbox"/>	<input type="text"/>	PREP <input type="checkbox"/>
<input type="text"/>	ACTIONS <input type="text"/>	<input type="text"/>	ACTIONS <input type="text"/>
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