

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	

CLASS DC

DC BASE = 10

KEY	PROF	T	E	M	L	ITEM

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**

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

HIT POINTS

MAX

CURRENT	TEMPORARY

DYING **WOUNDED**

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS	PROF	T	E	M	L	ITEM

SENSES

SPEED **FEET** MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	DAMAGE	STR	PROF	T	E	M	L	ITEM
	DICE STR <input type="checkbox"/> B <input type="checkbox"/> P <input type="checkbox"/> S W SPEC OTHER TRAITS							

RANGED STRIKES

WEAPON	DAMAGE	DEX	PROF	T	E	M	L	ITEM
	DICE SPECIAL <input type="checkbox"/> B <input type="checkbox"/> P <input type="checkbox"/> 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

SKILL	SCORE	DEX	PROF	T	E	M	L	ITEM	ARMOR
ACROBATICS									-
ARCANA									
ATHLETICS									-
CRAFTING									
DECEPTION									
DIPLOMACY									
INTIMIDATION									
LORE									
LORE									
MEDICINE									
NATURE									
OCCULTISM									
PERFORMANCE									
RELIGION									
SOCIETY									
STEALTH									-
SURVIVAL									
THIEVERY									-

LANGUAGES

ANCESTRY FEATS AND ABILITIES

	SPECIAL 1 ST
	HERITAGE 1 ST
	FEAT 1 ST
	FEAT 5 TH
	FEAT 9 TH
	FEAT 13 TH
	FEAT 17 TH

SKILL FEATS

	BACKGROUND
	2 ND
	4 TH
	6 TH
	8 TH
	10 TH
	12 TH
	14 TH
	16 TH
	18 TH
	20 TH

GENERAL FEATS

	3 RD
	7 TH
	11 TH
	15 TH
	19 TH

CLASS FEATS AND ABILITIES

	FEATURE 1 ST
	FEATURE 1 ST
	FEAT 1 ST
	FEAT 2 ND
	FEATURE 3 RD
	FEAT 4 TH
	FEATURE 5 TH
	FEAT 6 TH
	FEATURE 7 TH
	FEAT 8 TH
	FEATURE 9 TH
	FEAT 10 TH
	FEATURE 11 TH
	FEAT 12 TH
	FEATURE 13 TH
	FEAT 14 TH
	FEATURE 15 TH
	FEAT 16 TH
	FEATURE 17 TH
	FEAT 18 TH
	FEATURE 19 TH
	FEAT 20 TH

BONUS FEATS

ACTIONS AND ACTIVITIES

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			

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT
APPEARANCE						
PERSONALITY						
ATTITUDE						
BELIEFS						
LIKES				DISLIKES		
CATCHPHRASES						
PARTY						
CHARACTER	PLAYER	NOTES				

CAMPAIGN NOTES

DATE	DETAILS	STATUS

CAMPAIGN NOTES

ALLIES	LOCATION
ENEMIES	LOCATION
ORGANIZATIONS	LOCATION

ACHIEVEMENTS

HIGHEST DAMAGE DEALT		MOST FOES IN ONE BATTLE	
HIGHEST CHECK TOTAL		MOST GP GAINED AT ONCE	
DEATHS		FARTHEST DISTANCE FALLEN	
STRONGEST FOE DEFEATED			
TITLES CLAIMED			

