

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

<input type="text"/>	STR MODIFIER	STRENGTH SCORE	<input type="text"/>
<input type="text"/>	DEX MODIFIER	DEXTERITY SCORE	<input type="text"/>
<input type="text"/>	CON MODIFIER	CONSTITUTION SCORE	<input type="text"/>
<input type="text"/>	INT MODIFIER	INTELLIGENCE SCORE	<input type="text"/>
<input type="text"/>	WIS MODIFIER	WISDOM SCORE	<input type="text"/>
<input type="text"/>	CHA MODIFIER	CHARISMA SCORE	<input type="text"/>

CLASS DC

<input type="text"/>	DC BASE	KEY	PROF	T	E	M	L	ITEM
<input type="text"/>	= 10							

ARMOR CLASS

AC = 10

DC BASE

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

SAVING THROWS

FORTITUDE				REFLEX				WILL						
<input type="text"/>				<input type="text"/>				<input type="text"/>						
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

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SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

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

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

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

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

RANGED STRIKES

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

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

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

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

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
T	T	T	T
E	E	E	E
M	M	M	M
L	L	L	L

SKILLS

ACROBATICS	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR
ARCANA	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
ATHLETICS	<input type="text"/>	STR	PROF	T	E	M	L	ITEM	ARMOR
CRAFTING	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
DECEPTION	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
DIPLOMACY	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
INTIMIDATION	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
LORE	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
MEDICINE	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
NATURE	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
OCCULTISM	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
PERFORMANCE	<input type="text"/>	CHA	PROF	T	E	M	L	ITEM	
RELIGION	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
SOCIETY	<input type="text"/>	INT	PROF	T	E	M	L	ITEM	
STEALTH	<input type="text"/>	DEX	PROF	T	E	M	L	ITEM	ARMOR
SURVIVAL	<input type="text"/>	WIS	PROF	T	E	M	L	ITEM	
THIEVERY	<input type="text"/>	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

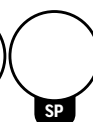


ENCUMBERED

BASE STR
=5

MAXIMUM

BASE STR
=10



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	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	<div><div>FREE ACTION</div><div>REACTION</div></div>	TRAITS	PAGE
TRIGGER DESCRIPTION			

SPELL ATTACK ROLL

 =

KEY

PROF

T

E

M

L

SPELL DC

 = DC BASE **10**

KEY

PROF

T

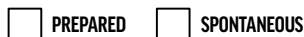
E

M

L

MAGIC TRADITIONS

DIVINE



CANTRIPS

	PREP <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
	ACTIONS <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
	M S V <div style="display: flex; justify-content: space-around; width: 100%;"><div style="width: 33%; height: 15px; border: 1px solid black;"></div><div style="width: 33%; height: 15px; border: 1px solid black;"></div><div style="width: 33%; height: 15px; border: 1px solid black;"></div></div>

	PREP <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
	ACTIONS <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
	M S V <div style="display: flex; justify-content: space-around; width: 100%;"><div style="width: 33%; height: 15px; border: 1px solid black;"></div><div style="width: 33%; height: 15px; border: 1px solid black;"></div><div style="width: 33%; height: 15px; border: 1px solid black;"></div></div>

	PREP <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
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	PREP <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
	ACTIONS <div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>
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INNATE SPELLS

	FREQ
	ACTIONS
	<input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
	FREQ
	ACTIONS
	<input type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V

FOCUS SPELLS

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

SPELL SLOTS PER DAY

[illegible]

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

[illegible]