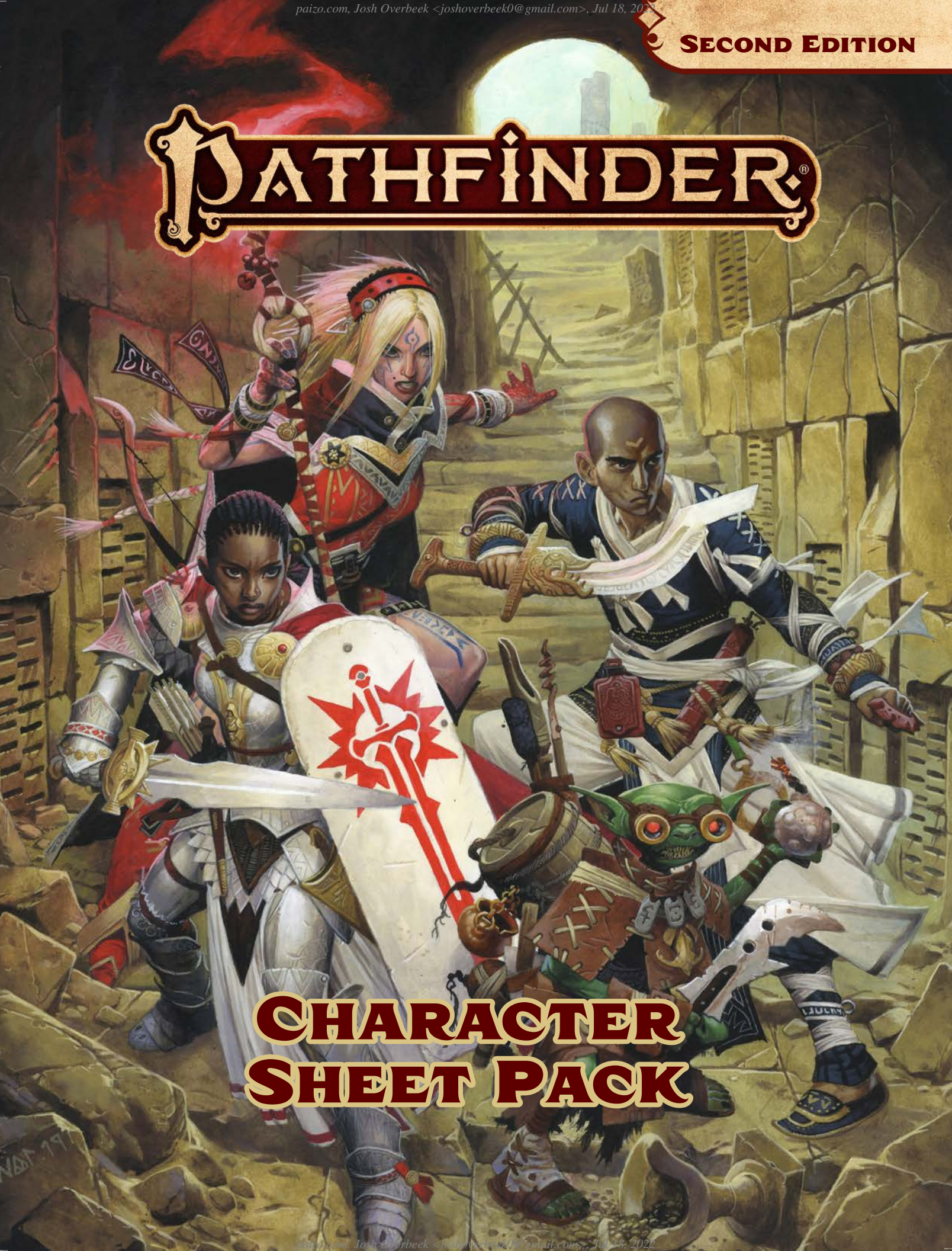


PATHFINDER®

CHARACTER SHEET PACK



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	KEY	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

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		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

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
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TRIGGER
DESCRIPTION

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
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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			

SPELL ATTACK ROLL

<input type="text"/>	=	KEY	PROF	T	E	M	L
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SPELL DC

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

MAGIC TRADITIONS

ARCANE

PRIMAL

OCCULT

DIVINE

☐ PREPARED
 ☐ SPONTANEOUS

INNATE SPELLS

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

FOCUS SPELLS

FOCUS POINTS	
CURRENT	MAXIMUM
<input type="text"/>	<input type="text"/>
TRADITION	PAGE
<input type="text"/>	<input type="text"/>
<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"/>	ACTIONS
<input type="text"/>	M S V
<input type="text"/>	ACTIONS
<input type="text"/>	M S V

SPELL SLOTS PER DAY

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

SPONTANEOUS SPELL SLOTS REMAINING

CANTRIPS

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

SPELLS

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

SPELLCASTING ABILITIES

NAME	ACTIONS	TRAITS	PAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DESCRIPTION			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DESCRIPTION			

OTHER SPELL MODIFICATIONS

SPELLS

	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	
	LVL	PREP			LVL	PREP			LVL	PREP		
	HEIGHTEN				HEIGHTEN				HEIGHTEN			
	ACTIONS				ACTIONS				ACTIONS			
	M	S	V		M	S	V		M	S	V	

RITUALS

[illegible]



COMPANION SHEET

COMPANION NAME

TYPE

SIZE

LEVEL

COMPANION SKETCH

ABILITY MODIFIERS

STR
MODIFIER

DEX
MODIFIER

CON
MODIFIER

INT
MODIFIER

WIS
MODIFIER

CHA
MODIFIER

ARMOR CLASS

AC = 10

DC BASE

DEX OR CAP PROF

UNARMORED T E M L

BARDING T E M L

SAVING THROWS

FORTITUDE REFLEX WILL

CON PROF DEX PROF WIS PROF

T E M L T E M L T E M L

NOTES

PERCEPTION

WIS PROF T E M L

SENSES

HIT POINTS

MAX CURRENT TEMPORARY RESISTANCES AND IMMUNITIES

DYING WOUNDED CONDITIONS

6+CON/LEVEL

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

UNARMED ATTACK

DAMAGE

DICE STR B P S EXTRA OTHER TRAITS

UNARMED ATTACK

DAMAGE

DICE STR B P S EXTRA OTHER TRAITS

SUPPORT

ADVANCEMENT

MATURE

NIMBLE

SAVAGE

ADVANCED MANEUVER

NAME ACTIONS TRAITS PAGE

DESCRIPTION

COMPANION ITEMS

INVESTED BULK

INVESTED BULK

SKILLS

ACROBATICS = DEX PROF T E M L ARMOR

ATHLETICS = STR PROF T E M L ARMOR

DECEPTION = CHA PROF T E M L

DIPLOMACY = CHA PROF T E M L

INTIMIDATION = CHA PROF T E M L

PERFORMANCE = CHA PROF T E M L

STEALTH = DEX PROF T E M L ARMOR

SURVIVAL = WIS PROF T E M L

THIEVERY = DEX PROF T E M L ARMOR

DETAILS

VARIETY AGE GENDER & PRONOUNS HT WT

ATTITUDE

LIKES DISLIKES

NOTES

FORMULAS

[illegible]

CRAFT

REQUIREMENTS

You craft an item of your level or lower. You must have master proficiency to craft an item that's 9th level or higher or legendary proficiency to craft 16th or higher. You must have raw materials equal to 1/2 Price.

SUCCESS & FAILURE

Critical Success Reduce materials for extra days by level +1 and rank.

Success Reduce by level and rank.

Critical Failure Ruin 10% of raw materials.

CRAFTING FEATS

ALCHEMICAL CRAFTING

MAGICAL CRAFTING

■ SNARE CRAFTING

IMPECCABLE CRAFTING

SPECIALTY CRAFTING

INVENTOR

MONEY TABLE

LEVEL	FAIL	TRAINED	EXPERT	MASTER	LEGENDARY
0	1 cp	5 cp	5 cp	5 cp	5 cp
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 cp	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1.5 gp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp
8	5 sp	2.5 gp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1.5 gp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2.5 gp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (crit)	–	50 gp	90 gp	175 gp	300 gp

CRAFTING ACHIEVEMENTS

STRONGEST ITEM CRAFTED			
MOST DAYS CRAFTING ONE ITEM		PERMANENT ITEMS CRAFTED	

SPECIFIC CRAFTING NOTES

[illegible]

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

SIZE

ALIGNMENT

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	INT	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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							

RANGED STRIKES

WEAPON	Alchemical Bomb	DEX	PROF	T	E	M	L	ITEM
BOMBS								
TYPE	DAMAGE	SPLASH	OTHER EFFECTS	WEAPON SPECIALIZATION				

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE SPECIAL B P S W SPEC OTHER TRAITS							

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	OTHER	Alchemical bomb
T E M L	T E M L	T E M L	T E M L	

SKILLS CRAFTING AND 3 + INT

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 1STHERITAGE 1STFEAT 1STFEAT 5THFEAT 9THFEAT 13THFEAT 17TH

SKILL FEATS

BACKGROUND

2ND4TH6TH8TH10TH12TH14TH16TH18TH20TH

GENERAL FEATS

3RD7TH11TH15TH19TH

ALCHEMY

INFUSED REAGENTS _____ LEVEL + INT PER DAY

Advanced Alchemy During daily preparations, use infused reagents to create alchemical items without a Crafting check. For each batch spent, choose an item of your level or lower and make two of it. They have the infused trait and lasts for 24 hours or until your next preparations.

Quick Alchemy ♦ **Cost** 1 batch of infused reagents; **Requirements** You have alchemist's tools, the formula for the alchemical item you're creating, and a free hand. **Effect** Create a single alchemical item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost or need to attempt a Crafting check. This item has the infused trait, remaining potent only until the start of your next turn.

RESEARCH FIELD _____

CLASS FEATS AND ABILITIES

FORMULAS

6

Alchemy Gain the Alchemical Crafting feat, infused reagents, advanced alchemy, and Quick Alchemy.
Alchemical Crafting You can use Craft to create alchemical items.
Formula Book Contains six 1st-level alchemical item formulas, plus two based on your research field. Each time you level up, add two formulas of any level you can create.
Research Field _____

1STFEAT 1ST

+2

FEAT 2ND

+2

3RD

+2

FEAT 4TH

+2

Field Discovery _____ 5TH

+2

FEAT 6TH

+2

Alchemical Weapon Expertise Gain expert proficiency with simple weapons, unarmed attacks, and alchemical bombs.
Iron Will Gain expert Will.
Perpetual Infusions Create two 1st-level items with Quick Alchemy without spending reagents. The items depend on your research field.

7TH

+2

FEAT 8TH

+2

Alchemical Expertise Gain expert class DC.
Alertness Gain expert Perception.
Double Brew You can spend two batches with Quick Alchemy to make two items at once.

9TH

+2

FEAT 10TH

+2

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.
Perpetual Potency Increase perpetual infusions to their moderate versions.

11TH

+2

FEAT 12TH

+2

Greater Field Discovery _____
Light Armor Expertise Gain expert proficiency in light armor and unarmored defense.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary.

13TH

+2

FEAT 14TH

+2

Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items.
Evasion Gain master Reflex. Successes on Reflex saves are critical successes.

15TH

+2

FEAT 16TH

+2

Alchemical Mastery Gain master class DC.
Perpetual Perfection Increase perpetual infusions to their greater versions.

17TH

+2

FEAT 18TH

+2

19TH

+2

Light Armor Mastery Gain master light armor and unarmored defense.

FEAT 20TH

ACTIONS AND ACTIVITIES

NAME

ACTIONS

TRAITS

PAGE

DESCRIPTION

NAME

ACTIONS

TRAITS

PAGE

DESCRIPTION

FREE ACTIONS AND REACTIONS

NAME

FREE ACTION

TRAITS

PAGE

REACTION

TRIGGER

DESCRIPTION

NAME

FREE ACTION

TRAITS

PAGE

REACTION

TRIGGER

DESCRIPTION

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

SIZE

ALIGNMENT

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	STR	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC	DC BASE	DEX	CAP	PROF	T	E	M	L	ITEM
	= 10								
	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		
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
12+CON PER LEVEL		
RESISTANCES AND IMMUNITIES		
RAGING RESISTANCE		
CONDITIONS		

PERCEPTION

WIS	PROF	T	E	M	L	ITEM
SENSES						

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON			STR	PROF	T	E	M	L	ITEM	
DAMAGE	DICE	STR	B	W SPEC	OTHER	TRAITS				
			P							
			S							

RANGED STRIKES

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B	W SPEC	OTHER	TRAITS			
			P						
			S						

WEAPON PROFICIENCIES

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

SKILLS ATHLETICS AND 3 + INT

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

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ANCESTRY FEATS AND ABILITIESSPECIAL 1STHERITAGE 1STFEAT 1STFEAT 5THFEAT 9THFEAT 13THFEAT 17TH**SKILL FEATS**

BACKGROUND

2ND4TH6TH8TH10TH12TH14TH16TH18TH20TH**GENERAL FEATS**3RD7TH11TH15TH19TH**RAGE AND MIGHTY RAGE**

Rage ♦ (concentrate, emotion, mental) **Requirements** You aren't fatigued or raging. **Effect** Gain temporary Hit Points equal to your level plus your Con modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- Deal 2 additional damage with melee weapons and unarmed attacks. This damage is halved if your attack is agile.
- Take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Mighty Rage ♦ **Trigger** You Rage. **Effect** Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait. □ 11th

Quick Rage After you spend a full turn without raging, you can Rage again without needing to wait a minute. □ 17th

CLASS FEATS AND ABILITIES

Rage

Instinct Ability _____ 1STFEAT 1STFEAT 2ND

Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. 3RD

FEAT 4TH

Brutality Gain expert simple, martial, and unarmed. While raging, gain critical specialization with melee. 5TH

FEAT 6TH

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. **Weapon Specialization** +2 damage if expert, +3 if master, +4 if legendary. **Instinct Specialization Ability:** _____ 7TH

FEAT 8TH

Lightning Reflexes Gain expert Reflex. **Raging Resistance** 3+ Con resistance to _____ 9TH

FEAT 10TH

Mighty Rage Gain expert class DC. 11TH

FEAT 12TH

Greater Juggernaut Gain legendary Fortitude. Critical failures on Fortitude saves are failures. Take half damage when you fail a Fortitude save against damage. **Medium Armor Expertise** Gain expert light armor, medium armor, and unarmored defense. **Weapon Fury** Gain master simple, martial, and unarmed. 13TH

FEAT 14TH

Greater Weapon Specialization +4 damage if expert, +6 if master, +8 if legendary. **Greater Instinct Specialization Ability:** _____

Indomitable Will Gain master Will. Successes on Will saves are critical successes. 15TH

FEAT 16TH

Heightened Senses Gain master Perception. **Quick Rage** 17TH

FEAT 18TH

Armor of Fury Gain master light armor, medium armor, and unarmored defense. **Devastator** Gain master class DC. Your melee Strikes ignore 10 of your target's resistance to physical damage. 19TH

FEAT 20TH**ACTIONS AND ACTIVITIES**

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	FREE ACTION	REACTION	TRAITS	PAGE
TRIGGER				
DESCRIPTION				

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

SIZE

ALIGNMENT

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

SPELL DC

DC BASE = 10

CHA PROF T E M L

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

CON PROF

ITEM T E M L

REFLEX

DEX PROF

ITEM T E M L

WILL

WIS PROF

ITEM T E M L

NOTES

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON

DAMAGE

DICE STR B W SPEC OTHER TRAITS

WEAPON

DAMAGE

DICE STR B W SPEC OTHER TRAITS

RANGED STRIKES

WEAPON

DAMAGE

DICE SPECIAL B W SPEC OTHER TRAITS

WEAPON

DAMAGE

DICE SPECIAL B W SPEC OTHER TRAITS

SPELL ATTACK

CHA PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE MARTIAL UNARMED SPELL OTHER

T E M L T E M L T E M L T E M L T E M L

longsword, rapier, sap, shortbow, shortsword, whip

SKILLS OCCULTISM, PERFORMANCE, AND 4 + INT

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****SPELLS****5 cantrips,
2 1st****Occult Spellcasting** Cast occult spells spontaneously from the selections in your repertoire.**Spell Repertoire** You know two 1st-level occult spells and five occult cantrips. When you gain a new spell slot, choose a new spell to your repertoire of the same level.**Composition Spells** Learn the counter performance composition spell and gain 1 Focus Point. Learn the inspire courage composition cantrip. You must use a type of Performance while casting a composition spell.**Muse** _____**1ST****+1 1st****FEAT 2ND****2 2nd****Lightning Reflexes** Gain expert Reflex.**Signature Spells** Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.**3RD****+1 2nd****FEAT 4TH****2 3rd****5TH****+1 3rd****FEAT 6TH****2 4th****Expert Spellcaster** Gain expert occult spell attack rolls and spell DC.**7TH****+1 4th****FEAT 8TH****2 5th****Great Fortitude** Gain expert Fortitude.**Resolve** Gain master Will. Successes on Will saves are critical successes.**9TH****+1 5th****FEAT 10TH****2 6th****Bard Weapon Expertise** Gain expert simple weapons, longsword, rapier, sap, shortbow, whip, and unarmed. While one of your compositions is active, gain critical specialization with the listed weapons and unarmed attacks.**Vigilant Senses** Gain master Perception.**11TH****+1 6th****FEAT 12TH****2 7th****Light Armor Expertise** Gain expert light armor and unarmored defense.**Weapon Specialization** +2 damage if expert, +3 if master, +4 if legendary.**13TH****+1 7th****FEAT 14TH****2 8th****Master Spellcaster** Gain master occult spell attack rolls and spell DC.**15TH****+1 8th****FEAT 16TH****2 9th****Greater Resolve** Gain legendary Will. Critical failures on Will saves are failures. Take half damage when you fail a Will save against damage.**17TH****+1 9th****FEAT 18TH****1 10th****Magnum Opus** Gain a 10th-level spell slot.**Legendary Spellcaster** Gain legendary occult spell attack rolls and spell DC.**19TH****—****FEAT 20TH****ACTIONS AND ACTIVITIES**

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

FREE ACTIONS AND REACTIONS

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
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TRIGGER
DESCRIPTION

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE
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TRIGGER
DESCRIPTION

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

SIZE

ALIGNMENT

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	STR/DEX	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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

10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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

RANGED STRIKES

WEAPON	DEX	PROF	T	E	M	L	ITEM	
DAMAGE	DICE	SPECIAL	B	P	S	W SPEC	OTHER	TRAITS

SPELL ATTACK

CHA PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL
T E M L	T E M L	T E M L	T E M L

SKILLS RELIGION, DEITY SKILL, AND 2 + INT

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 ABILITIESSPECIAL 1STHERITAGE 1STFEAT 1STFEAT 5THFEAT 9THFEAT 13THFEAT 17TH**SKILL FEATS**

BACKGROUND

2ND4TH6TH8TH10TH12TH14TH16TH18TH20TH**GENERAL FEATS**3RD7TH11TH15TH19TH**CAUSE**

CAUSE

TENETS OF GOOD

1. Never perform acts anathema to your deity or willingly commit an evil act. 2. Never knowingly harm an innocent, or allow immediate harm to one when you could reasonably prevent it.

TENETS OF CAUSE**CLASS FEATS AND ABILITIES****Champion's Code****Deity and Cause**

Deific Weapon Gain access to deity's favored weapon if it's uncommon. If it's simple, increase damage die by one step.

Champion's Reaction

Devotion Spells Gain a devotion spell from your cause (with 1 Focus Point)

Shield BlockFEAT 1STFEAT 2ND

Divine Ally ☐ **Blade Ally** Choose a weapon when you prepare to gain disrupting, ghost touch, returning, or shifting. Gain the weapon's critical specialization. ☐ **Shield Ally** Increase your shield's Hardness by 2 and its HP and BT increase by half. ☐ **Steed Ally** Gain a young animal companion mount.

3RD

Weapon Expertise Gain expert in simple, martial, and unarmed.

FEAT 4TH5THFEAT 6TH

Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy.

Weapon Specialization +2 damage if expert, +3 master, +4 legendary.

7THFEAT 8TH

Champion Expertise Gain expert class DC, spell attacks, and spell DCs.

Divine Smite Champion's reaction improves.

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.

Lightning Reflexes Gain expert Reflex.

9THFEAT 10TH

Alertness Gain expert Perception

Divine Will Gain master Will. Successes on Will saves are critical successes.

Exalt Champion's reaction benefits allies.

11THFEAT 12TH

Armor Mastery Gain master armor and unarmored defense.

Weapon Mastery Gain master simple, martial, and unarmed.

13THFEAT 14TH

Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.

15THFEAT 16TH

Champion Mastery Gain master class DC, spell attacks, and spell DCs.

Legendary Armor Gain legendary armor and unarmored defense.

17THFEAT 18TH

Hero's Defiance Gain *hero's defiance* devotion spell.


19THFEAT 20TH**ACTIONS AND ACTIVITIES**

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

CHAMPION'S REACTION

TRIGGER
DESCRIPTION

Shield Block  **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage.

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

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

SIZE

ALIGNMENT

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

SPELL DC

DC BASE = 10

WIS PROF T E M L

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

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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			

RANGED STRIKES

WEAPON	DEX	PROF	T E M L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC
OTHER	TRAITS			

SPELL ATTACK

WIS PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE MARTIAL UNARMED SPELL FAVORED

T E M L T E M L T E M L T E M L T E M L

SKILLS RELIGION, DEITY SKILL, AND 2 + INT

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

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

CLASS FEATS AND ABILITIES

SPELLS

5 cantrips,
2 1ST

Deity Gives a trained skill, a favored weapon, spells, and anathema.
Divine Spellcasting You can prepare any common spells from the divine list.
Divine Font Based on your deity, you gain 1 + Cha ☐ harm spells or ☐ heal spells of your highest spell level.
First Doctrine Choose cloistered or warpriest and gain a benefit. ☐ **Cloistered** Domain Initiate feat ☐ **Warpriest** Trained light and medium armor, expert Fortitude, Shield Block general feat. If deity's weapon is simple, gain Deadly Simplicity feat.

1ST

+1 1ST

FEAT 2ND

2 2ND

Second Doctrine ☐ **Cloistered** Gain expert Fortitude ☐ **Warpriest** Trained martial weapons.

3RD

+1 2ND

FEAT 4TH

2 3RD

Alertness Gain expert Perception.

5TH

+1 3RD

FEAT 6TH

2 4TH

Third Doctrine ☐ **Cloistered** Gain expert spell attack rolls and spell DC. ☐ **Warpriest** Gain expert simple, favored weapon and unarmed. Gain critical specialization with favored weapon, using your spell DC.

7TH

+1 4TH

FEAT 8TH

2 5TH

Resolve Gain master Will. Successes on Will saves are critical successes.

9TH

+1 5TH

FEAT 10TH

2 6TH

Fourth Doctrine ☐ **Cloistered** Gain expert favored weapon. Gain critical specialization with it, using your spell DC. ☐ **Warpriest** Gain expert spell attack rolls and spell DC.
Lightning Reflexes Gain expert Reflex.

11TH

+1 6TH

FEAT 12TH

2 7TH

Divine Defense Gain expert unarmored defense. ☐ **Warpriest** Gain expert light and medium armor.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary.

13TH

+1 7TH

FEAT 14TH

2 8TH

Fifth Doctrine ☐ **Cloistered** Gain master spell attack rolls and spell DC. ☐ **Warpriest** Gain master Fortitude. Successes on Fortitude saves are critical successes.

15TH

+1 8TH

FEAT 16TH

2 9TH

FEAT 17TH

+1 9TH

FEAT 18TH

1 10TH

Final Doctrine ☐ **Cloistered** Gain legendary spell attack rolls and spell DC. ☐ **Warpriest** Gain master spell attack rolls and spell DC.
Miraculous Spell Gain a 10th-level spell slot.

19TH

FEAT 20TH

DEITY

DEITY	FOLLOWER ALIGNMENTS
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CLERIC SPELLS

EDICTS AND ANATHEMA

FREE ACTIONS AND REACTIONS

Shield Block ➔ **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

NAME	FREE ACTION REACTION	TRAITS	PAGE
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TRIGGER
DESCRIPTION

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

SIZE

ALIGNMENT

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	WIS	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE			DICE STR</td <td>B P S</td> <td>W SPEC</td> <td>OTHER</td> <td colspan="3">TRAITS</td>	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		

SPELL ATTACK

WIS PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL	OTHER
T E M L	T E M L	T E M L	T E M L	T E M L

SKILLS NATURE, ORDER SKILL, AND 2 + INT

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

Druidic

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

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

FREE ACTIONS AND REACTIONS

Shield Block ➔ **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

CLASS FEATS AND ABILITIES

SPELLS

5 cantrips,
2 1st

Druidic Order Gives a class feat, an order spell (with 1 Focus Point), and a trained skill.
Primal Spellcasting You can prepare any common spells from the primal list.
Shield Block
Wild Empathy You can use Diplomacy to Make an Impression on animals and make simple Requests of them.

1ST

+1 1st

FEAT 2ND

2 2nd

Alertness Gain expert Perception.
Great Fortitude Gain expert Fortitude.

3RD

+1 2nd

FEAT 4TH

2 3rd

Lightning Reflexes Gain expert Reflex.

5TH

+1 3rd

FEAT 6TH

2 4th

Expert Spellcaster Gain expert primal spell attack rolls and spell DC.

7TH

+1 4th

FEAT 8TH

2 5th

9TH

+1 5th

FEAT 10TH

2 6th

Druid Weapon Expertise Gain expert simple weapons and unarmed attacks.
Resolve Gain master Will. Successes on Will saves are critical successes.

11TH

+1 6th

FEAT 12TH

2 7th

Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary.

13TH

+1 7th

FEAT 14TH

2 8th

Master Spellcaster Gain master primal spell attack rolls and spell DC.

15TH

+1 8th

FEAT 16TH

2 9th

17TH

+1 9th

FEAT 18TH

1 10th

Legendary Spellcaster Gain legendary primal spell attack rolls and spell DC.
Primal Hierophant Gain a 10th-level spell slot.

19TH

FEAT 20TH

ORDER

ORDER	
ORDER SPELL	
OTHER BENEFITS	

ANATHEMA

You lose your magical abilities if you use metal armor or shields, despoil natural places, teach Druidic to non-druids, or do other acts determined by your order.

ORDER ANATHEMA

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

SIZE

ALIGNMENT

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	STR/DEX	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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

10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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		

RANGED STRIKES

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS		

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	ADVANCED	MASTERY (5TH)
T E M L	T E M L	T E M L	T E M L	T E M L

SKILLS ACROBATIC/ATHLETICS AND 3 + INT

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****Attack of Opportunity**
Shield Block**1ST****FEAT 1ST****FEAT 2ND****Bravery** Gain expert Will. Successes on Will saves against fear are critical successes. Reduce frightened you gain by 1.**3RD****FEAT 4TH****Fighter Weapon Mastery** Gain master simple and martial weapons of one group, expert advanced. Gain critical specialization with all master weapons.**5TH****FEAT 6TH****Battlefield Surveyor** Gain master Perception. +2 circumstance bonus to Perception for initiative.**7TH****Weapon Specialization** +2 damage if expert, +3 master, +4 legendary**FEAT 8TH****Combat Flexibility** Gain an extra 8th-level or lower fighter feat each day.**9TH****Juggernaut** Gain master Fortitude. Successes on Fortitude saves are critical successes.**FEAT 10TH****Armor Expertise** Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy armor.**11TH****Fighter Expertise** Gain expert class DC.**FEAT 12TH****Weapon Legend** Gain master simple and martial weapons; expert advanced weapons. Gain legendary simple and martial weapons of one group, master advanced.**13TH****Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.**FEAT 14TH****Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.**15TH****Improved Flexibility** Gain an extra 14th-level or lower fighter feat each day.**FEAT 16TH****Armor Mastery** Gain master armor and unarmored defense.**17TH****FEAT 18TH****Versatile Legend** Gain legendary simple and martial weapons; legendary unarmed; master advanced weapons; master class DC.**19TH****FEAT 20TH****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**Attack of Opportunity** **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. **Effect** Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action.**Shield Block** **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

NAME	<input type="checkbox"/> FREE ACTION <input type="checkbox"/> REACTION	TRAITS	PAGE

TRIGGER
DESCRIPTION

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

SIZE

ALIGNMENT

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	STR/DEX	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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

10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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	

RANGED STRIKES

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE		DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

SPELL ATTACK

WIS PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

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

SKILLS 4 + INT

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****Flurry of Blows****Powerful Fist** Your fist deals 1d6 damage. You don't take the -2 penalty to make a lethal attack with your unarmed attacks. **1ST****FEAT 1ST****FEAT 2ND****Incredible Movement** +10-foot status bonus to Speed while not wearing armor. **3RD****Mystic Strikes** Unarmed attacks are magical.**FEAT 4TH****Alertness** Gain expert Perception.**Expert Strikes** Gain expert unarmed attacks and simple weapons. **5TH****FEAT 6TH****Incredible Movement** +15 feet.**Path to Perfection** Gain master one saving throw of your choice. Successes on those saves are critical successes.**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary. **7TH****FEAT 8TH****Metal Strikes** Unarmed attacks treated as cold iron and silver.**Monk Expertise** Gain expert class DC, plus spell attacks and spell DCs if you have ki spells. **9TH****FEAT 10TH****Incredible Movement** +20 feet.**Second Path to Perfection** Choose a second type of save for path to perfection. **11TH****FEAT 12TH****Graceful Mastery** Gain master unarmored defense.**Master Strikes** Gain master unarmed attacks and simple weapons. **13TH****FEAT 14TH****Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.**Incredible Movement** +25 feet.**Third Path to Perfection** Gain legendary in one save you choose with path to perfection or second path to perfection. Critical failures on those saves are failures, and you take half damage when you fail those saves. **15TH****FEAT 16TH****Adamantine Strikes** Unarmed attacks treated as adamantine.**Graceful Legend** Gain legendary unarmored defense and master class DC. Gain master spell attacks and spell DCs if you have ki spells. **17TH****FEAT 18TH****Perfected Form** (fortune) On your first Strike of your turn, if you roll lower than 10, you can treat the roll as a 10. **19TH****FEAT 20TH****ACTIONS AND ACTIVITIES****Flurry of Blows** ♦ (flourish) Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per round.

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

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		ANCESTRY AND HERITAGE		LEVEL <div></div>
		BACKGROUND		
PLAYER NAME	SIZE	ALIGNMENT	HERO POINTS <div></div>	
EXPERIENCE POINTS (XP)	DEITY			

ABILITY SCORES		
<div>STR</div> <div>MODIFIER</div>	<div>STRENGTH</div> <div>SCORE</div>	<div></div>
<div>DEX</div> <div>MODIFIER</div>	<div>DEXTERITY</div> <div>SCORE</div>	<div></div>
<div>CON</div> <div>MODIFIER</div>	<div>CONSTITUTION</div> <div>SCORE</div>	<div></div>
<div>INT</div> <div>MODIFIER</div>	<div>INTELLIGENCE</div> <div>SCORE</div>	<div></div>
<div>WIS</div> <div>MODIFIER</div>	<div>WISDOM</div> <div>SCORE</div>	<div></div>
<div>CHA</div> <div>MODIFIER</div>	<div>CHARISMA</div> <div>SCORE</div>	<div></div>

CLASS DC					
DC BASE	STR/DEX	PROF	T	E	M
= 10					
					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				UNARMED				OTHER			
T	E	M	L	T	E	M	L	T	E	M	L	T	E	M	L

ARMOR CLASS



AC

= 10

DC BASE

OR

DEX

CAP

PROF

T E M L

ITEM

UNARMORED

T E M L

LIGHT

T E M L

MEDIUM

T E M L

HEAVY

T E M L

Shield

+

HARDNESS


MAX HP

BT

CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
[Empty Box]		[Empty Box]		[Empty Box]	
CON	PROF	DEX	PROF	WIS	PROF
[Empty Box]	[Empty Box]	[Empty Box]	[Empty Box]	[Empty Box]	[Empty Box]
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
[Empty Box]	[Empty Box] [Empty Box] [Empty Box] [Empty Box]	[Empty Box]	[Empty Box] [Empty Box] [Empty Box] [Empty Box]	[Empty Box]	[Empty Box] [Empty Box] [Empty Box] [Empty Box]
NOTES					

HIT POINTS			
	CURRENT	TEMPORARY	
		DYING	WOUNDED
10+CON PER LEVEL			
RESISTANCES AND IMMUNITIES			
CONDITIONS			

[illegible]

SKILLS NATURE, SURVIVAL, AND 4 + INT

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

HUNT PREY AND HUNTER'S EDGE

Hunt Prey ◆ (concentrate) Designate a single creature you can see or hear, or who you are tracking, as your prey. Against your prey, gain a +2 circumstance bonus to Perception checks to Seek and Survival checks to Track, and ignore the penalty for your second range increment with ranged attacks. You can have only one prey at a time.

HUNTER'S EDGE

☐ **Flurry** The multiple attack penalty against your prey is -3 (-2 with agile weapon) on your second attack and -6 (-4 with agile weapon) on your third or later attack. ☐ **Precision** The first time you hit your prey in a round, deal 1d8 precision damage (11th 2d8 damage, 19th 3d8 damage). ☐ **Outwit** Gain +2 circumstance bonus to Deception, Intimidation, Stealth, and Recall Knowledge against your prey and a +1 circumstance bonus to AC against their attacks.

CLASS FEATS AND ABILITIES

Hunt Prey
Hunter's Edge

1ST

FEAT 1ST

FEAT 2ND

Iron Will Gain expert Will.

3RD

FEAT 4TH

Ranger Weapon Expertise Gain expert simple, martial, and unarmed. Gain critical specialization with these against hunted prey.

Trackless Step Always Cover Tracks in natural terrain without moving at half Speed.

5TH

FEAT 6TH

Evasion Gain master Reflex. Successes on Reflex saves are critical successes.

Vigilant Senses Gain master Perception.

Weapon Specialization +2 damage if expert, +3 master, +4 legendary.

7TH

FEAT 8TH

Nature's Edge Enemies are flat-footed to you in natural difficult terrain, on natural uneven ground, or in difficult terrain resulting from a snare.

Ranger Expertise Gain expert class DC.

9TH

FEAT 10TH

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.

Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.

Wild Stride Ignore non-magical difficult terrain.

11TH

FEAT 12TH

Weapon Mastery Gain master simple, martial, and unarmed.

13TH

FEAT 14TH

Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.

Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage.

Incredible Senses Gain legendary Perception.

15TH

FEAT 16TH

Masterful Hunter Gain master class DC. When using a master ranged weapon, ignore second and third range increment penalty. If master Perception, +4 circumstance bonus to Seek or Track prey. Additional hunter's edge benefit.

17TH

FEAT 18TH

Second Skin Gain master light armor, medium armor, and unarmored defense. Rest in light or medium armor without being fatigued.

19TH

FEAT 20TH

BONUS FEATS

ACTIONS AND ACTIVITIES

NAME

ACTIONS

TRAITS

PAGE

DESCRIPTION

NAME

ACTIONS

TRAITS

PAGE

DESCRIPTION

FREE ACTIONS AND REACTIONS

NAME

☐ FREE ACTION
☐ REACTION

TRAITS

PAGE

TRIGGER

DESCRIPTION

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

SIZE

ALIGNMENT

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	DEX	PROF	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

OR

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY 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

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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		

RANGED STRIKES

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS		

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	OTHER
T E M L	T E M L	T E M L	T E M L
rapier, sap, shortbow, shortsword			

SKILLS STEALTH AND 7 + INT

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****1ST****11TH****2ND****12TH****3RD****13TH****4TH****14TH****5TH****15TH****6TH****16TH****7TH****17TH****8TH****18TH****9TH****19TH****10TH****20TH****GENERAL FEATS****3RD****7TH****11TH****15TH****19TH****CLASS FEATS AND ABILITIES****Rogue's Racket****Sneak Attack** Deal 1d6 precision damage to flat-footed creatures. Melee or thrown weapons must be agile or finesse to benefit. Increase the number of dice by one at 5th, 11th, and 17th levels.**Surprise Attack** If you roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you.**1ST****FEAT 1ST****FEAT 2ND****Deny Advantage** You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.**3RD****FEAT 4TH****Weapon Tricks** Gain expert simple weapons, rapier, sap, shortbow, shortsword, and unarmed. Gain critical specialization against flat-footed creatures when using agile or finesse simple weapons or the listed weapons.**5TH****FEAT 6TH****Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.**Vigilant Senses** Gain master Perception.**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.**7TH****FEAT 8TH****Debilitating Strike****Great Fortitude** Gain expert Fortitude.**9TH****FEAT 10TH****Rogue Expertise** Gain expert class DC.**11TH****FEAT 12TH****Improved Evasion** Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage.**Incredible Senses** Gain legendary Perception.**Light Armor Expertise** Gain expert light armor and unarmored defense.**Master Tricks** Gain master simple weapons, rapier, sap, shortbow, shortsword, and unarmed.**13TH****FEAT 14TH****Double Debilitation** Apply two debilitations with Debilitating Strike.**Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.**15TH****FEAT 16TH****Slippery Mind** Gain master Will. Successes on Will are critical successes.**17TH****FEAT 18TH****Light Armor Mastery** Gain master light armor and unarmored defense.**Master Strike****19TH****FEAT 20TH****ACTIONS AND ACTIVITIES**

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

FREE ACTIONS AND REACTIONS**Debilitating Strike** ◆ **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** Until the end of your next turn, the target either takes a -10-foot status penalty to its Speeds or is enfeebled 1. □ 9th**Master Strike** ◆ **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** The target attempts a Fortitude save against your class DC, then is temporarily immune for 1 day; **Critical Success** Unaffected, **Success** Enfeebled 2 until the end of your next turn; **Failure** Paralyzed 4 rounds; **Critical Failure** Paralyzed 4 rounds, knocked unconscious 2 hours, or killed. □ 19th

NAME	FREE ACTION	REACTION	TRAITS	PAGE
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TRIGGER

DESCRIPTION

PATHFINDER CHARACTER SHEET

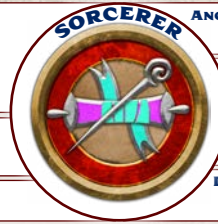
PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

◆ Single Action
◆◆ Two-Action Activity
◆◆◆ Three-Action Activity
◆ Free Action
➤ Reaction

CHARACTER
NAME

PLAYER
NAME

EXPERIENCE
POINTS (XP)



ANCESTRY AND HERITAGE

BACKGROUND

SIZE

ALIGNMENT

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

SPELL DC

DC BASE = 10

CHA PROF T E M L

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

6+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON		STR	PROF	T E M L	ITEM
DAMAGE		DICE STR</td <td>B P S</td> <td>W SPEC</td> <td>OTHER TRAITS</td>	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

SPELL ATTACK

CHA PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE MARTIAL UNARMED SPELL OTHER

T E M L T E M L T E M L T E M L T E M L

SKILLS BLOODLINE SKILL AND 2 + INT

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

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

CLASS FEATS AND ABILITIES

SPELLS
5 cantrips,
3 1ST

Bloodline Determines tradition, bloodline skills, granted spells, bloodline spells, and blood magic.
Spell Repertoire You know two 1st-level spells and four cantrips, plus one of each from your bloodline. When you gain a new level of spells, gain your bloodline spell and choose any other spells you gain. 1ST

+1 1ST

FEAT 2ND

3 2ND

Signature Spells Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot. 3RD

+1 2ND

FEAT 4TH

3 3RD

Magical Fortitude Gain expert Fortitude. 5TH

+1 3RD

FEAT 6TH

3 4TH

Expert Spellcaster Gain expert spell attack rolls and spell DC. 7TH

+1 4TH

FEAT 8TH

3 5TH

Lightning Reflexes Gain expert Reflex. 9TH

+1 5TH

FEAT 10TH

3 6TH

Alertness Gain expert Perception.
Simple Weapon Expertise Gain expert simple and unarmed. 11TH

+1 6TH

FEAT 12TH

3 7TH

Defensive Robes Gain expert unarmored defense.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13TH

+1 7TH

FEAT 14TH

3 8TH

Master Spellcaster Gain master spell attack rolls and spell DC. 15TH

+1 8TH

FEAT 16TH

3 9TH

Resolve Gain master Will. Successes on Will saves are critical successes. 17TH

+1 9TH

FEAT 18TH

1 10TH

Bloodline Paragon Gain a 10th-level spell slot.
Legendary Spellcaster Gain legendary spell attack rolls and spell DC. 19TH

FEAT 20TH

BLOODLINE

BLOODLINE	Tradition _____
BLOOD MAGIC	

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			

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

SIZE

ALIGNMENT

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

SPELL DC

DC BASE = 10 INT PROF T E M L

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield + HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE

CON PROF

ITEM T E M L

REFLEX

DEX PROF

ITEM T E M L

WILL

WIS PROF

ITEM T E M L

NOTES

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

6+ CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

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

RANGED STRIKES

WEAPON	DEX	PROF	T E M L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC OTHER TRAITS

SPELL ATTACK

INT PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE T E M L MARTIAL T E M L UNARMED T E M L SPELL T E M L OTHER T E M L

club, crossbow, dagger, heavy crossbow, staff

SKILLS ARCANA AND 2 + INT

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****SPELLS**
5 cantrips,
2 1st**Arcane Bond****Arcane School** Gain an extra slot for each level you can cast, which can hold only a spell of your school. Gain school spells. **School** _____
☐ **Universalist Feat** _____**Arcane Spellcasting** Spellbook contains 10 arcane cantrips and 5 1st-level arcane spells. When you level up, add 2 spells of any level you can cast.**Arcane Thesis** _____ **1ST****+1 1st****FEAT 2ND****2 2nd****3RD****+1 2nd****FEAT 4TH****2 3rd****Lightning Reflexes** Gain expert Reflex.**5TH****+1 3rd****FEAT 6TH****2 4th****Expert Spellcaster** Gain expert proficiency in arcane spell attack rolls and spell DC.**7TH****+1 4th****FEAT 8TH****2 5th****Magical Fortitude** Gain expert Fortitude.**9TH****+1 5th****FEAT 10TH****2 6th****Alertness** Gain expert Perception.**Wizard Weapon Expertise** Gain expert club, crossbow, dagger, heavy crossbow, and unarmed staff.**11TH****+1 6th****FEAT 12TH****2 7th****Defensive Robes** Gain expert unarmored defense.**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.**13TH****+1 7th****FEAT 14TH****2 8th****Master Spellcaster** Gain master arcane spell attack rolls and spell DC.**15TH****+1 8th****FEAT 16TH****2 9th****Resolve** Gain master Will. Successes on Will saves are critical successes.**17TH****+1 9th****FEAT 18TH****1 10th****Archwizard's Spellcraft** Gain a 10th-level spell slot.**Legendary Spellcaster** Gain legendary arcane spell attack rolls and spell DC.**19TH****—****FEAT 20TH****ACTIONS AND ACTIVITIES**

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DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

Drain Bonded Item ♦ Frequency once per day; Requirements You haven't acted yet on your turn. Effect This turn, you can cast one spell you prepared today and already cast, without spending a spell slot.	
<input type="checkbox"/> Universalist You can use this once per day for each level.	

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

BASIC ACTIONS

Aid ➤ DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

Crawl ➤ (move) Move 5 feet while prone.

Delay ➤ Select this when your turn begins; take your turn later.

Drop Prone ➤ (move) Fall prone.

Escape ➤ (attack) Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact ➤ (manipulate) Grab an object, open a door, draw an item, or do a similar action.

Leap ➤ (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

Ready ➤➤ (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

Release ➤ (manipulate) Release something you're holding without triggering reactions.

Seek ➤ (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Sense Motive ➤ (concentrate, secret) See if a creature is lying.

Stand ➤ (move) You stand up from prone.

Step ➤ (move) Move 5 feet without triggering reactions.

Stride ➤ (move) Move up to your Speed.

Strike ➤ (attack) Attack with a weapon or unarmed attack.

Take Cover ➤ Gain cover, or get greater cover if you have cover.

SPECIALTY BASIC ACTIONS

Arrest a Fall ➤ Use Acrobatics to slow your fall while flying.

Avert Gaze ➤ Get a +2 circumstance bonus against visual abilities.

Burrow ➤ (move) Move up to your burrow Speed.

Fly ➤ (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

Grab an Edge ➤ (manipulate) Try to catch something to stop a fall.

Mount ➤ (move) Get on an allied animal bigger than you to ride it.

Point Out ➤ (auditory, manipulate, visual) Reveal unobserved creature.

Raise a Shield ➤ Put up a shield to get its bonus to AC.

HERO POINTS

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.

Spend all your Hero Points to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or decrease it.

SKILL ACTIONS

E Exploration action, **D** Downtime action

ACROBATICS (Dex, Core 240) Balance ➤, Tumble Through ➤

Trained Maneuver in Flight ➤, Squeeze^E

ARCANA (Int, Core 241) Recall Knowledge ➤ (Core 238)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

ATHLETICS (Str, Core 241) Climb ➤, Force Open ➤, Grapple ➤, High Jump ➤➤, Long Jump ➤➤, Shove ➤, Swim ➤, Trip ➤

Trained Disarm ➤

CRAFTING (Int, Core 243) Recall Knowledge ➤ (Core 238), Repair^E

Trained Craft^D, Earn Income^D (Core 236), Identify Alchemy^E

DECEPTION (Cha, Core 245) Create a Diversion ➤, Impersonate^E, Lie

Trained Feint ➤

DIPLOMACY (Cha, Core 246) Gather Information^E, Make an Impression^E, Request ➤

INTIMIDATION (Cha, Core 247) Coerce^E, Demoralize ➤

LORE (Int, Core 247) Recall Knowledge ➤ (Core 238)

Trained Earn Income^D (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid ➤➤, Recall Knowledge ➤ (Core 238)

Trained Treat Disease^D, Treat Poison ➤, Treat Wounds^E

NATURE (Wis, Core 249) Command an Animal ➤, Recall Knowledge ➤ (Core 238)

Trained Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

OCCULTISM (Int, Core 249) Recall Knowledge ➤ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

PERFORMANCE (Cha, Core 250) Perform ➤

Trained Earn Income^D (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge ➤ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

SOCIETY (Int, Core 250) Recall Knowledge ➤ (Core 238), Subsist^D (Core 240)

Trained Create Forgery^D, Decipher Writing^E (Core 234)

STEALTH (Dex, Core 251) Conceal an Object ➤, Hide ➤, Sneak ➤

SURVIVAL (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)

Trained Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object ➤, Steal ➤

Trained Disable a Device ➤➤, Pick a Lock ➤➤

CONDITIONS

BLINDED All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a –4 status penalty to Perception checks.

CLUMSY Status penalty to Dex-based checks and DCs equal to your clumsy value.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a –2 status penalty to Perception checks for initiative and checks that involve sound but also other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

DRAINED Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

ENFEEBLED Status penalty to Str-based rolls and DCs equal to your enfeebled value.

FATIGUED Take a –1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

FRIGHTENED Status penalty to all checks and DCs equal to your frightened

value. At the end of each of your turns, the value decreases by 1.

GRABBED You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

PERSISTENT DAMAGE Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check.

PRONE You're flat-footed with a –2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

RESTRAINED You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

SICKENED Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

STUPEFIED Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

DEATH AND DYING

KNOCKED OUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

DYING You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

RECOVERY CHECKS At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

UNCONSCIOUS You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

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