

# 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  
 MODIFIER

**DEX** DEXTERITY SCORE  
 MODIFIER

**CON** CONSTITUTION SCORE  
 MODIFIER

**INT** INTELLIGENCE SCORE  
 MODIFIER

**WIS** WISDOM SCORE  
 MODIFIER

**CHA** CHARISMA SCORE  
 MODIFIER

## ARMOR CLASS

**AC** = 10

DC BASE   **DEX**   **CAP**   **PROF**   **T** **E** **M** **L**   **ITEM**

UNARMORED   LIGHT   MEDIUM   HEAVY

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

Shield +   **HARDNESS**   **MAX HP** / **BT**   **CURRENT HP**

## HIT POINTS

**CURRENT**   **TEMPORARY**

**DYING**   **WOUNDED**

**RESISTANCES AND IMMUNITIES**

**CONDITIONS**

## SAVING THROWS

**FORTITUDE**   **REFLEX**   **WILL**

**CON**   **PROF**   **DEX**   **PROF**   **WIS**   **PROF**

**ITEM**   **T** **E** **M** **L**   **ITEM**   **T** **E** **M** **L**   **ITEM**   **T** **E** **M** **L**

**NOTES**

## PERCEPTION

**WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

**SENSES**

## CLASS DC

DC BASE = 10   **KEY**   **PROF**   **T** **E** **M** **L**   **ITEM**

**SPEED**   **FEET**   **MOVEMENT TYPES & NOTES**

## MELEE STRIKES

**WEAPON**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

## RANGED STRIKES

**WEAPON**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

## WEAPON PROFICIENCIES

**SIMPLE**   **MARTIAL**   **OTHER**   **OTHER**

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

## SKILLS

**ACROBATICS**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**   **ARMOR**

**ARCANA**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**ATHLETICS**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**   **ARMOR**

**CRAFTING**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DECEPTION**   **CHA**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DIPLOMACY**   **CHA**   **PROF**   **T** **E** **M** **L**   **ITEM**

**INTIMIDATION**   **CHA**   **PROF**   **T** **E** **M** **L**   **ITEM**

**LORE**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**LORE**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**MEDICINE**   **WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

**NATURE**   **WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

**OCCULTISM**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**PERFORMANCE**   **CHA**   **PROF**   **T** **E** **M** **L**   **ITEM**

**RELIGION**   **WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

**SOCIETY**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**STEALTH**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**   **ARMOR**

**SURVIVAL**   **WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

**THIEVERY**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**   **ARMOR**

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OR

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T E M L   T E M L   T E M L   T E M L

Shield +   **HARDNESS**   **MAX HP** / **BT**   **CURRENT HP**

## HIT POINTS

**CURRENT**   **TEMPORARY**

**DYING**   **WOUNDED**

**RESISTANCES AND IMMUNITIES**

**CONDITIONS**

## SAVING THROWS

**FORTITUDE**   **REFLEX**   **WILL**

CON   PROF   DEX   PROF   WIS   PROF

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

**NOTES**

## PERCEPTION

**WIS**   **PROF**   T E M L   **ITEM**

**SENSES**

## CLASS DC

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**DAMAGE**   **DICE**   **STR**   **B**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **STR**   **PROF**   T E M L   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B**   **W SPEC**   **OTHER**   **TRAITS**

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## RANGED STRIKES

**WEAPON**   **DEX**   **PROF**   T E M L   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DEX**   **PROF**   T E M L   **ITEM**

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**WEAPON**   **DEX**   **PROF**   T E M L   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B**   **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**

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Shield +   **HARDNESS**   **MAX HP** / **BT**   **CURRENT HP**

## HIT POINTS

**CURRENT**   **TEMPORARY**

**DYING**   **WOUNDED**

**RESISTANCES AND IMMUNITIES**

**CONDITIONS**

## SAVING THROWS

**FORTITUDE**   **REFLEX**   **WILL**

**CON**   **PROF**   **DEX**   **PROF**   **WIS**   **PROF**

**ITEM**   **T** **E** **M** **L**   **ITEM**   **T** **E** **M** **L**   **ITEM**   **T** **E** **M** **L**

**NOTES**

## PERCEPTION

**WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

**SENSES**

## CLASS DC

DC BASE = 10   **KEY**   **PROF**   **T** **E** **M** **L**   **ITEM**

**SPEED**   **FEET**   **MOVEMENT TYPES & NOTES**

## MELEE STRIKES

**WEAPON**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **STR**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

## RANGED STRIKES

**WEAPON**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**

**DAMAGE**   **DICE**   **SPECIAL**   **B** **P** **S**   **W SPEC**   **OTHER**   **TRAITS**

**WEAPON**   **DEX**   **PROF**   **T** **E** **M** **L**   **ITEM**

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## WEAPON PROFICIENCIES

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**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**

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**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**

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**AC** = 10

DC BASE   **DEX**   **CAP**   **PROF**   **T** **E** **M** **L**   **ITEM**

UNARMORED   LIGHT   MEDIUM   HEAVY

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Shield +   **HARDNESS**   **MAX HP** / **BT**   **CURRENT HP**

## HIT POINTS

**CURRENT**   **TEMPORARY**

**DYING**   **WOUNDED**

**RESISTANCES AND IMMUNITIES**

**CONDITIONS**

## SAVING THROWS

**FORTITUDE**   **REFLEX**   **WILL**

**CON**   **PROF**   **DEX**   **PROF**   **WIS**   **PROF**

**ITEM**   **T** **E** **M** **L**   **ITEM**   **T** **E** **M** **L**   **ITEM**   **T** **E** **M** **L**

**NOTES**

## PERCEPTION

**WIS**   **PROF**   **T** **E** **M** **L**   **ITEM**

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## CLASS DC

DC BASE = 10   **KEY**   **PROF**   **T** **E** **M** **L**   **ITEM**

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## 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**

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## 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**

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## SKILLS

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**ARCANA**   **INT**   **PROF**   **T** **E** **M** **L**   **ITEM**

**ATHLETICS**   **STR**   **PROF**   **T** **E** **M** **L**   **ITEM**   **ARMOR**

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**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 1<sup>ST</sup>HERITAGE 1<sup>ST</sup>FEAT 1<sup>ST</sup>FEAT 5<sup>TH</sup>FEAT 9<sup>TH</sup>FEAT 13<sup>TH</sup>FEAT 17<sup>TH</sup>

## SKILL FEATS

BACKGROUND

2<sup>ND</sup>4<sup>TH</sup>6<sup>TH</sup>8<sup>TH</sup>10<sup>TH</sup>12<sup>TH</sup>14<sup>TH</sup>16<sup>TH</sup>18<sup>TH</sup>20<sup>TH</sup>

## GENERAL FEATS

3<sup>RD</sup>7<sup>TH</sup>11<sup>TH</sup>15<sup>TH</sup>19<sup>TH</sup>

## CLASS FEATS AND ABILITIES

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

## BONUS FEATS

## INVENTORY

WORN ITEMS

INVEST  
(MAX 10)

BULK

READIED ITEMS

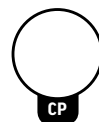
BULK

OTHER ITEMS

BULK



ENCUMBERED

BASE STR  
=5MAXIMUM  
BASE STR  
=10

## ANCESTRY FEATS AND ABILITIES

SPECIAL 1<sup>ST</sup>

HERITAGE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 5<sup>TH</sup>

FEAT 9<sup>TH</sup>

FEAT 13<sup>TH</sup>

FEAT 17<sup>TH</sup>

## SKILL FEATS

BACKGROUND

2<sup>ND</sup>

4<sup>TH</sup>

6<sup>TH</sup>

8<sup>TH</sup>

10<sup>TH</sup>

12<sup>TH</sup>

14<sup>TH</sup>

16<sup>TH</sup>

18<sup>TH</sup>

20<sup>TH</sup>

## GENERAL FEATS

3<sup>RD</sup>

7<sup>TH</sup>

11<sup>TH</sup>

15<sup>TH</sup>

19<sup>TH</sup>

## CLASS FEATS AND ABILITIES

FEATURE 1<sup>ST</sup>

FEATURE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 2<sup>ND</sup>

FEATURE 3<sup>RD</sup>

FEAT 4<sup>TH</sup>

FEATURE 5<sup>TH</sup>

FEAT 6<sup>TH</sup>

FEATURE 7<sup>TH</sup>

FEAT 8<sup>TH</sup>

FEATURE 9<sup>TH</sup>

FEAT 10<sup>TH</sup>

FEATURE 11<sup>TH</sup>

FEAT 12<sup>TH</sup>

FEATURE 13<sup>TH</sup>

FEAT 14<sup>TH</sup>

FEATURE 15<sup>TH</sup>

FEAT 16<sup>TH</sup>

FEATURE 17<sup>TH</sup>

FEAT 18<sup>TH</sup>

FEATURE 19<sup>TH</sup>

FEAT 20<sup>TH</sup>

## BONUS FEATS

## INVENTORY

WORN ITEMS	INVEST (MAX 10)	BULK

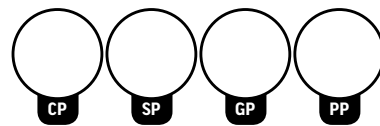
READIED ITEMS	BULK	OTHER ITEMS	BULK



ENCUMBERED

BASE STR  
= 5

MAXIMUM  
BASE STR  
= 10



## ANCESTRY FEATS AND ABILITIES

SPECIAL 1<sup>ST</sup>

HERITAGE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 5<sup>TH</sup>

FEAT 9<sup>TH</sup>

FEAT 13<sup>TH</sup>

FEAT 17<sup>TH</sup>

## SKILL FEATS

BACKGROUND

2<sup>ND</sup>

4<sup>TH</sup>

6<sup>TH</sup>

8<sup>TH</sup>

10<sup>TH</sup>

12<sup>TH</sup>

14<sup>TH</sup>

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FEAT 18<sup>TH</sup>

FEATURE 19<sup>TH</sup>

FEAT 20<sup>TH</sup>

## BONUS FEATS

## INVENTORY

WORN ITEMS

INVEST  
(MAX 10)

BULK

READIED ITEMS

BULK

OTHER ITEMS

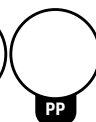
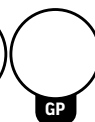
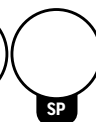
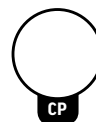
BULK



ENCUMBERED

BASE STR  
= 5

MAXIMUM  
BASE STR  
= 10





## ANCESTRY FEATS AND ABILITIES

SPECIAL 1<sup>ST</sup>

HERITAGE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 5<sup>TH</sup>

FEAT 9<sup>TH</sup>

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FEAT 20<sup>TH</sup>

## BONUS FEATS

## INVENTORY

WORN ITEMS	INVEST (MAX 10)	BULK

READIED ITEMS	BULK	OTHER ITEMS	BULK



**BULK**

**ENCUMBERED**

BASE	STR
=5	

**MAXIMUM**

BASE	STR
=10	

○	○	○	○
CP	SP	GP	PP

## ANCESTRY FEATS AND ABILITIES

SPECIAL 1<sup>ST</sup>

HERITAGE 1<sup>ST</sup>

FEAT 1<sup>ST</sup>

FEAT 5<sup>TH</sup>

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