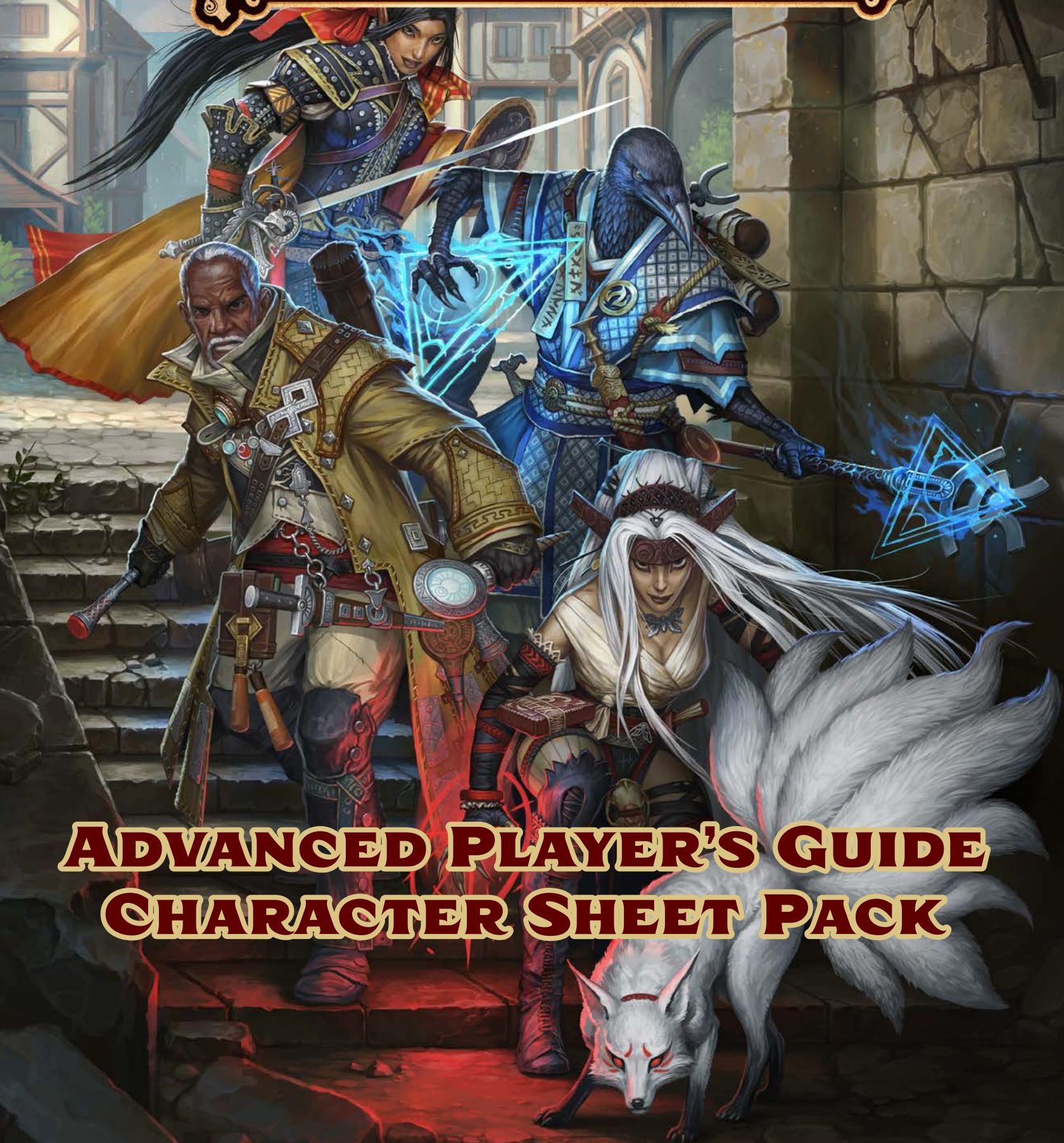


SECOND EDITION

# PATHFINDER®



## ADVANCED PLAYER'S GUIDE CHARACTER SHEET PACK

## 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. You lose the dying condition and stabilize with 0 Hit Points. You don't gain the wounded condition 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 ♦

**ARCANA** (Int, Core 241) Recall Knowledge ♦ (Core 238)

**Trained** Borrow an Arcane Spell<sup>E</sup>, Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (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<sup>E</sup>

**Trained** Craft<sup>D</sup>, Earn Income<sup>D</sup> (Core 236), Identify Alchemy<sup>E</sup>

**DECEPTION** (Cha, Core 245) Create a Diversion ♦, Impersonate<sup>E</sup>, Lie

**Trained** Feint ♦

**DIPLOMACY** (Cha, Core 246) Gather Information<sup>E</sup>, Make an Impression<sup>E</sup>, Request ♦

**INTIMIDATION** (Cha, Core 247) Coerce<sup>E</sup>, Demoralize ♦

**LORE** (Int, Core 247) Recall Knowledge ♦ (Core 238)

**Trained** Earn Income<sup>D</sup> (Core 236)

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

**Trained** Treat Disease<sup>D</sup>, Treat Poison ♦, Treat Wounds<sup>E</sup>

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

**Trained** Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**OCULTISM** (Int, Core 249) Recall Knowledge ♦ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**PERFORMANCE** (Cha, Core 250) Perform ♦

**Trained** Earn Income<sup>D</sup> (Core 236)

**RELIGION** (Wis, Core 250) Recall Knowledge ♦ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**SOCIETY** (Int, Core 250) Recall Knowledge ♦ (Core 238), Subsist<sup>D</sup> (Core 240)

**Trained** Create Forgery<sup>D</sup>, Decipher Writing<sup>E</sup> (Core 234)

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

**SURVIVAL** (Wis, Core 252) Sense Direction<sup>E</sup>, Subsist<sup>D</sup> (Core 240)

**Trained** Cover Tracks<sup>E</sup>, Track<sup>E</sup>

**THIEVERY** (Dex, Core 253) Palm an Object ♦, Steal ♦

**Trained** Disable a Device ♦♦, Pick a Lock ♦♦

# 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			LEVEL
BACKGROUND			
CLASS			HERO POINTS
SIZE	ALIGNMENT	TRAITS	
DEITY			

<b>ABILITY SCORES</b>				
STR MODIFIER	STRENGTH SCORE			
DEX MODIFIER	DEXTERITY SCORE			
CON MODIFIER	CONSTITUTION SCORE			
INT MODIFIER	INTELLIGENCE SCORE			
WIS MODIFIER	WISDOM SCORE			
CHA MODIFIER	CHARISMA SCORE			
<b>CLASS DC</b>				
DC BASE = 10	KEY	PROF	TEM L	ITEM

<b>ARMOR CLASS</b>						
AC	DC BASE = 10	DEX OR	CAP	PROF	TEM L	ITEM
UNARMORED		TEM L	TEM L	TEM L	TEM L	TEM L
LIGHT		TEM L	TEM L	TEM L	TEM L	TEM L
MEDIUM		TEM L	TEM L	TEM L	TEM L	TEM L
HEAVY		TEM L	TEM L	TEM L	TEM L	TEM L
Shield +		HARDNESS	MAX HP	BT	CURRENT HP	
NOTES						

<b>HIT POINTS</b>			
MAX	CURRENT	TEMPORARY	
DYING		WOUNDED	
RESISTANCES AND IMMUNITIES			
CONDITIONS			
<b>PERCEPTION</b>			
WIS	PROF	TEM L	ITEM
SENSES			

<b>SPEED</b>	FEET	MOVEMENT TYPES & NOTES		
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<b>MELEE STRIKES</b>							
WEAPON		STR	PROF	TEM L	ITEM		
DAMAGE		DICE	STR	B P S	W SPEC	OTHER	TRAITS
WEAPON		STR	PROF	TEM L	ITEM		
DAMAGE		DICE	STR	B P S	W SPEC	OTHER	TRAITS
WEAPON		STR	PROF	TEM L	ITEM		
DAMAGE		DICE	STR	B P S	W SPEC	OTHER	TRAITS

<b>RANGED STRIKES</b>							
WEAPON		DEX	PROF	TEM L	ITEM		
DAMAGE		DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS
WEAPON		DEX	PROF	TEM L	ITEM		
DAMAGE		DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS
WEAPON		DEX	PROF	TEM L	ITEM		
DAMAGE		DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS

<b>WEAPON PROFICIENCIES</b>				
SIMPLE TEM L	MARTIAL TEM L	OTHER TEM L	OTHER TEM L	OTHER TEM L

<b>SKILLS</b>					
ACROBATICS	DEX	PROF	TEM L	ITEM	ARMOR
ARCANA	INT	PROF	TEM L	ITEM	
ATHLETICS	STR	PROF	TEM L	ITEM	
CRAFTING	INT	PROF	TEM L	ITEM	
DECEPTION	CHA	PROF	TEM L	ITEM	
DIPLOMACY	CHA	PROF	TEM L	ITEM	
INTIMIDATION	CHA	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
MEDICINE	WIS	PROF	TEM L	ITEM	
NATURE	WIS	PROF	TEM L	ITEM	
OCCULTISM	INT	PROF	TEM L	ITEM	
PERFORMANCE	CHA	PROF	TEM L	ITEM	
RELIGION	WIS	PROF	TEM L	ITEM	
SOCIETY	INT	PROF	TEM L	ITEM	
STEALTH	DEX	PROF	TEM L	ITEM	ARMOR
SURVIVAL	WIS	PROF	TEM L	ITEM	
THIEVERY	DEX	PROF	TEM L	ITEM	ARMOR
<b>LANGUAGES</b>					

## 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

## ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

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DESCRIPTION

## FREE ACTIONS AND REACTIONS

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

DESCRIPTION

NAME	<input type="checkbox"/> FREE ACTION	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		
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	TEM L	ITEM
= 10				

ARMOR CLASS						
AC	DC BASE = 10	DEX	CAP	PROF	TEM L	ITEM
OR						
UNARMORED	TEM L	TEM L	TEM L	TEM L	TEM L	TEM L
HARDNESS	MAX HP		BT	CURRENT HP		
Shield +						
SAVING THROWS						
FORTITUDE		REFLEX		WILL		
CON	PROF	DEX	PROF	WIS	PROF	
ITEM	TEM L	ITEM	TEM L	ITEM	TEM L	
NOTES						

HIT POINTS		
MAX	CURRENT	TEMPORARY
DYING	WOUNDED	
RESISTANCES AND IMMUNITIES		
CONDITIONS		
PERCEPTION		ITEM
WIS	PROF	TEM L
SENSES		

SPEED	FEET	MOVEMENT TYPES & NOTES		
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MELEE STRIKES				
WEAPON		STR PROF TEM L ITEM		
DAMAGE		STR PROF TEM L ITEM		
DICE	STR	B W SPEC	P	S
WEAPON		STR PROF TEM L ITEM		
DAMAGE		STR PROF TEM L ITEM		
DICE	STR	B W SPEC	P	S
WEAPON		STR PROF TEM L ITEM		
DAMAGE		STR PROF TEM L ITEM		
DICE	STR	B W SPEC	P	S

RANGED STRIKES				
WEAPON		DEX PROF TEM L ITEM		
DAMAGE		DEX PROF TEM L ITEM		
DICE	SPECIAL	B W SPEC	P	S
WEAPON		DEX PROF TEM L ITEM		
DAMAGE		DEX PROF TEM L ITEM		
DICE	SPECIAL	B W SPEC	P	S
WEAPON		DEX PROF TEM L ITEM		
DAMAGE		DEX PROF TEM L ITEM		
DICE	SPECIAL	B W SPEC	P	S
WEAPON PROFICIENCIES				
SIMPLE	MARTIAL	OTHER	OTHER	OTHER
TEM L	TEM L	TEM L	TEM L	TEM L

SKILLS	
ACROBATICS	DEX PROF TEM L ITEM ARMOR
ARCANA	INT PROF TEM L ITEM
ATHLETICS	STR PROF TEM L ITEM ARMOR
CRAFTING	INT PROF TEM L ITEM
DECEPTION	CHA PROF TEM L ITEM
DIPLOMACY	CHA PROF TEM L ITEM
INTIMIDATION	CHA PROF TEM L ITEM
LORE	INT PROF TEM L ITEM
LORE	INT PROF TEM L ITEM
MEDICINE	WIS PROF TEM L ITEM
NATURE	WIS PROF TEM L ITEM
OCCULTISM	INT PROF TEM L ITEM
PERFORMANCE	CHA PROF TEM L ITEM
RELIGION	WIS PROF TEM L ITEM
SOCIETY	INT PROF TEM L ITEM
STEALTH	DEX PROF TEM L ITEM ARMOR
SURVIVAL	WIS PROF TEM L ITEM
THIEVERY	DEX PROF TEM 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>

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11<sup>TH</sup>

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## 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>

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FEATURE 19<sup>TH</sup>

FEAT 20<sup>TH</sup>

## BONUS FEATS

## 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

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

DESCRIPTION

NAME	<input type="checkbox"/> FREE ACTION	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			LEVEL
BACKGROUND			
CLASS			HERO POINTS
SIZE	ALIGNMENT	TRAITS	
DEITY			

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	TEM L	ITEM
= 10				

ARMOR CLASS						
AC	DC BASE = 10	DEX	CAP	PROF	TEM L	ITEM
OR						
UNARMORED	TEM L	TEM L	TEM L	TEM L	TEM L	TEM L
HARDNESS	MAX HP		BT	CURRENT HP		
Shield +						
SAVING THROWS						
FORTITUDE		REFLEX		WILL		
CON	PROF	DEX	PROF	WIS	PROF	
ITEM	TEM L	ITEM	TEM L	ITEM	TEM L	
NOTES						

HIT POINTS		
MAX	CURRENT	TEMPORARY
DYING	WOUNDED	
RESISTANCES AND IMMUNITIES		
CONDITIONS		
PERCEPTION		ITEM
WIS	PROF	TEM L
SENSES		

SPEED	FEET	MOVEMENT TYPES & NOTES		
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MELEE STRIKES					
WEAPON		= STR	PROF	TEM L	ITEM
DICE	STR	■ B	W SPEC	OTHER	TRAITS
		■ P			
		■ S			
WEAPON		= STR	PROF	TEM L	ITEM
DICE	STR	■ B	W SPEC	OTHER	TRAITS
		■ P			
		■ S			
WEAPON		= STR	PROF	TEM L	ITEM
DICE	STR	■ B	W SPEC	OTHER	TRAITS
		■ P			
		■ S			

RANGED STRIKES					
WEAPON		= DEX	PROF	TEM L	ITEM
DICE	SPECIAL	■ B	W SPEC	OTHER	TRAITS
		■ P			
		■ S			
WEAPON		= DEX	PROF	TEM L	ITEM
DICE	SPECIAL	■ B	W SPEC	OTHER	TRAITS
		■ P			
		■ S			
WEAPON		= DEX	PROF	TEM L	ITEM
DICE	SPECIAL	■ B	W SPEC	OTHER	TRAITS
		■ P			
		■ S			

WEAPON PROFICIENCIES				
SIMPLE	MARTIAL	OTHER	OTHER	ITEM
TEM L	TEM L	TEM L	TEM L	

SKILLS					
ACROBATICS	= DEX	PROF	TEM L	ITEM	ARMOR
ARCANA	= INT	PROF	TEM L	ITEM	
ATHLETICS	= STR	PROF	TEM L	ITEM	
CRAFTING	= INT	PROF	TEM L	ITEM	
DECEPTION	= CHA	PROF	TEM L	ITEM	
DIPLOMACY	= CHA	PROF	TEM L	ITEM	
INTIMIDATION	= CHA	PROF	TEM L	ITEM	
LORE	= INT	PROF	TEM L	ITEM	
LORE	= INT	PROF	TEM L	ITEM	
MEDICINE	= WIS	PROF	TEM L	ITEM	
NATURE	= WIS	PROF	TEM L	ITEM	
OCCULTISM	= INT	PROF	TEM L	ITEM	
PERFORMANCE	= CHA	PROF	TEM L	ITEM	
RELIGION	= WIS	PROF	TEM L	ITEM	
SOCIETY	= INT	PROF	TEM L	ITEM	
STEALTH	= DEX	PROF	TEM L	ITEM	ARMOR
SURVIVAL	= WIS	PROF	TEM L	ITEM	
THIEVERY	= DEX	PROF	TEM 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>

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## GENERAL FEATS

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## CLASS FEATS AND ABILITIES

FEATURE 1<sup>ST</sup>

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FEATURE 3<sup>RD</sup>

FEAT 4<sup>TH</sup>

FEATURE 5<sup>TH</sup>

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FEAT 18<sup>TH</sup>

FEATURE 19<sup>TH</sup>

FEAT 20<sup>TH</sup>

## 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	TRAITS	PAGE
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TRIGGER

DESCRIPTION

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

DESCRIPTION

## CHARACTER SKETCH

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

## CAMPAIGN NOTES

DATE	DETAILS	STATUS	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 DEFATED			
TITLES CLAIMED			

## WORN ITEMS



INVESTED	BULK	<input type="text"/>

INVESTED	BULK	<input type="text"/>

INVESTED	BULK	<input type="text"/>

INVESTED	BULK	<input type="text"/>

MAXIMUM 10 INVESTED ITEMS

TOTAL BULK

INVESTED	BULK	<input type="text"/>

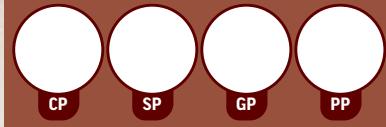
INVESTED	BULK	<input type="text"/>

INVESTED	BULK	<input type="text"/>

INVESTED	BULK	<input type="text"/>

INVESTED	BULK	<input type="text"/>

## COINS



STORED MONEY

LOCATION

## GEMS AND ART OBJECTS

ITEM	PRICE	BULK
<input type="text"/>	<input type="text"/>	<input type="text"/>

TOTALS

## HOLDINGS AND ASSETS

	PRICE
<input type="text"/>	<input type="text"/>

## PERMANENT ITEMS

HELD		BULK
<input type="text"/>	<input type="text"/>	<input type="text"/>

TOTAL

## CONSUMABLES

ITEM	BULK
<input type="text"/>	<input type="text"/>

TOTAL

## SUPPLIES

RATIONS	<input type="text"/>	DAYS	ROPE	<input type="text"/>	FEET
WATER	<input type="text"/>	DAYS	TORCHES	<input type="text"/>	
AMMUNITION	<input type="text"/>			<input type="text"/>	



ENCUMBERED	
= 5	<input type="text"/>
MAXIMUM	
= 10	<input type="text"/>
BASE	STR

### ENCUMBERED DEFINITION

You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

## BULK

## CHARACTER SKETCH

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

## CAMPAIGN NOTES

DATE	DETAILS	STATUS	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 DEFATED			
TITLES CLAIMED			

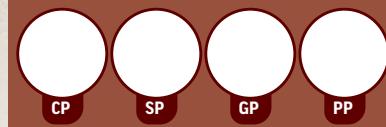
## WORN ITEMS



INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
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INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>

## COINS



STORED MONEY

LOCATION

## GEMS AND ART OBJECTS

ITEM	PRICE	BULK

## HOLDINGS AND ASSETS

	PRICE

## PERMANENT ITEMS

HELD		BULK

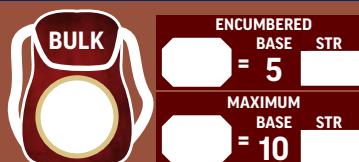
## CONSUMABLES

ITEM	BULK

## SUPPLIES

RATIONS	<input type="checkbox"/>	DAYS	ROPE	<input type="checkbox"/>	FEET
WATER	<input type="checkbox"/>	DAYS	TORCHES	<input type="checkbox"/>	
AMMUNITION	<input type="checkbox"/>			<input type="checkbox"/>	

## BULK



ENCUMBERED

BASE STR

= 5 

MAXIMUM

BASE STR

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### ENCUMBERED DEFINITION

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## CHARACTER SKETCH

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<b>PERSONALITY</b>						
ATTITUDE						
BELIEFS						
LIKES		DISLIKES				
CATCHPHRASES						
<b>PARTY</b>						
CHARACTER		PLAYER	NOTES			

## CAMPAIGN NOTES

DATE	DETAILS	STATUS	ALLIES	LOCATION
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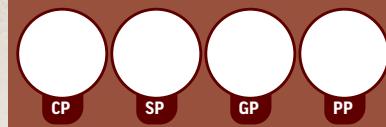
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INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
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INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>
INVESTED	<input type="checkbox"/>	BULK	<input type="checkbox"/>

## COINS



STORED MONEY

LOCATION

## GEMS AND ART OBJECTS

ITEM	PRICE	BULK

## HOLDINGS AND ASSETS

	PRICE

## PERMANENT ITEMS

HELD		BULK

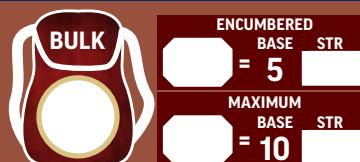
## CONSUMABLES

ITEM	BULK

## SUPPLIES

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MAXIMUM

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## SPELL ATTACK ROLL

<input type="checkbox"/>	=	KEY	PROF	T	E	M	L
--------------------------	---	-----	------	---	---	---	---

## SPELL DC

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

## MAGIC TRADITIONS



ARCANE      OCCULT

PRIMAL      DIVINE

## INNATE SPELLS

### TRADITION

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

## FOCUS SPELLS

### FOCUS POINTS

CURRENT      MAXIMUM

### TRADITION

PAGE

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

## SPELL SLOTS PER DAY

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

SPONTANEOUS SPELL SLOTS REMAINING

## CANTRIPS

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

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

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

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

## SPELLS

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

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

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

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

<table

## SPELLS

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

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

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

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

## RITUALS

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# PATHFINDER

## COMPANION SHEET

ABILITY MODIFIERS	
STR MODIFIER	<input type="text"/>
DEX MODIFIER	<input type="text"/>
CON MODIFIER	<input type="text"/>
INT MODIFIER	<input type="text"/>
WIS MODIFIER	<input type="text"/>
CHA MODIFIER	<input type="text"/>

COMPANION NAME	
TYPE	
SIZE	

## LEVEL

## COMPANION SKETCH

ARMOR CLASS					
AC	DC BASE = 10	DEX OR	CAP	PROF	ITEM
		UNARMORED	BARDING		
		TEM L	TEM L		
NOTES					

SAVING THROWS					
FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
TEM L		TEM L		TEM L	
NOTES					

PERCEPTION		
WIS	PROF	TEM L
SENSES		

HIT POINTS					
CURRENT		TEMPORARY		RESISTANCES AND IMMUNITIES	
MAX					
DYING		WOUNDED		CONDITIONS	
NOTES					

SPEED	FEET	MOVEMENT TYPES & NOTES	
-------	------	------------------------	--

MELEE STRIKES								
UNARMED ATTACK								
DAMAGE								
DICE	STR	B P S	EXTRA	OTHER	TRAITS	STR	PROF	TEM L
UNARMED ATTACK								
DAMAGE								
DICE	STR	B P S	EXTRA	OTHER	TRAITS	STR	PROF	TEM L
SUPPORT								

ADVANCEMENT								
MATURE	<input type="checkbox"/>	NIMBLE	<input type="checkbox"/>	SAVAGE	<input type="checkbox"/>			
ADVANCED MANEUVER								
NAME			ACTIONS	TRAITS	PAGE			
DESCRIPTION								

COMPANION ITEMS								
INVESTED			BULK					
INVESTED			BULK					

SKILLS								
ACROBATICS	<input type="text"/>	DEX	PROF	TEM L	ARMOR	-		
ATHLETICS	<input type="text"/>	STR	PROF	TEM L	ARMOR	-		
DECEPTION	<input type="text"/>	CHA	PROF	TEM L				
DIPLOMACY	<input type="text"/>	CHA	PROF	TEM L				
INTIMIDATION	<input type="text"/>	CHA	PROF	TEM L				
PERFORMANCE	<input type="text"/>	CHA	PROF	TEM L				
STEALTH	<input type="text"/>	DEX	PROF	TEM L	ARMOR	-		
SURVIVAL	<input type="text"/>	WIS	PROF	TEM L				
THIEVERY	<input type="text"/>	DEX	PROF	TEM L	ARMOR	-		

DETAILS					
VARIETY	AGE	GENDER & PRONOUNS		HT	WT
ATTITUDE					
LIKES			DISLIKES		
NOTES					

## FORMULAS

**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

## ■ SNARE CRAFTING

## SPECIALTY CRAFTING

## MAGICAL CRAFTING

## ■ IMPECCABLE 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

## ADVENTURE LOG

DATE	DESCRIPTION	NOTABLE FOES	XP EARNED

## NPCS AND ENEMIES

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">NAME</td> <td style="width: 50%; text-align: right;">■ ALLY ■ NEUTRAL ■ ENEMY</td> </tr> <tr> <td>LOCATION</td> <td>AFFILIATION</td> </tr> <tr> <td colspan="2">DESCRIPTION AND NOTES</td> </tr> <tr> <td colspan="2">INTERESTS</td> </tr> </table>	NAME	■ ALLY ■ NEUTRAL ■ ENEMY	LOCATION	AFFILIATION	DESCRIPTION AND NOTES		INTERESTS		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">NAME</td> <td style="width: 50%; text-align: right;">■ ALLY ■ NEUTRAL ■ ENEMY</td> </tr> <tr> <td>LOCATION</td> <td>AFFILIATION</td> </tr> <tr> <td colspan="2">DESCRIPTION AND NOTES</td> </tr> <tr> <td colspan="2">INTERESTS</td> </tr> </table>	NAME	■ ALLY ■ NEUTRAL ■ ENEMY	LOCATION	AFFILIATION	DESCRIPTION AND NOTES		INTERESTS		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">NAME</td> <td style="width: 50%; text-align: right;">■ ALLY ■ NEUTRAL ■ ENEMY</td> </tr> <tr> <td>LOCATION</td> <td>AFFILIATION</td> </tr> <tr> <td colspan="2">DESCRIPTION AND NOTES</td> </tr> <tr> <td colspan="2">INTERESTS</td> </tr> </table>	NAME	■ ALLY ■ NEUTRAL ■ ENEMY	LOCATION	AFFILIATION	DESCRIPTION AND NOTES		INTERESTS	
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LOCATION	AFFILIATION																									
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# 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	TEM L	ITEM
= 10				

## SPEED

## FEET

MOVEMENT TYPES & NOTES

## MELEE STRIKES

WEAPON			STR	PROF	TEM L	ITEM
DAMAGE	STR	B P S	W SPEC	OTHER	TRAITS	

WEAPON			STR	PROF	TEM L	ITEM
DAMAGE	STR	B P S	W SPEC	OTHER	TRAITS	

WEAPON			STR	PROF	TEM L	ITEM
DAMAGE	STR	B P S	W SPEC	OTHER	TRAITS	

## RANGED STRIKES

WEAPON			DEX	PROF	TEM L	ITEM
DAMAGE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

WEAPON			DEX	PROF	TEM L	ITEM
DAMAGE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

WEAPON			DEX	PROF	TEM L	ITEM
DAMAGE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

## WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	OTHER	
TEM L	TEM L	TEM L	TEM L	

## ARMOR CLASS

AC	DC BASE	DEX	CAP	PROF	TEM L	ITEM
	= 10	OR				
	UNARMORED	UNARMORED	UNARMORED	UNARMORED	UNARMORED	UNARMORED
	TEM L					
	SHIELD +		HARDNESS	MAX HP	BT	CURRENT HP

## SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	TEM L	ITEM	TEM L	ITEM	TEM L
NOTES					

## HIT POINTS

MAX	CURRENT	TEMPORARY

8+CON PER LEVEL  
RESISTANCES AND IMMUNITIES

## CONDITIONS

WIS	PROF	TEM L	ITEM

SENSES

## SKILLS, SOCIETY, METHODOLOGY SKILL, AND 4 + INT

ACROBATICS	DEX	PROF	TEM L	ITEM	ARMOR
ARCANA	INT	PROF	TEM L	ITEM	
ATHLETICS	STR	PROF	TEM L	ITEM	
CRAFTING	INT	PROF	TEM L	ITEM	
DECEPTION	CHA	PROF	TEM L	ITEM	
DIPLOMACY	CHA	PROF	TEM L	ITEM	
INTIMIDATION	CHA	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
MEDICINE	WIS	PROF	TEM L	ITEM	
NATURE	WIS	PROF	TEM L	ITEM	
OCCULTISM	INT	PROF	TEM L	ITEM	
PERFORMANCE	CHA	PROF	TEM L	ITEM	
RELIGION	WIS	PROF	TEM L	ITEM	
SOCIETY	INT	PROF	TEM L	ITEM	
STEALTH	DEX	PROF	TEM L	ITEM	ARMOR
SURVIVAL	WIS	PROF	TEM L	ITEM	
THIEVERY	DEX	PROF	TEM 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 12TH

Skillful Lesson 3RD 13TH

4TH 14TH

Skillful Lesson 5TH 15TH

6TH 16TH

Skillful Lesson 7TH 17TH

8TH 18TH

Skillful Lesson 9TH 19TH

10TH 20TH

Skillful Lesson 11TH **Skillful Lesson** Must be for an Int-, Wis-, or Cha-based skill or your methodology skill.

## GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

## INVESTIGATOR ACTIONS

**Pursue A Lead** (concentrate, exploration) **Frequency** once per 10 minutes; **Effect** You spend 1 minute examining a clue. This designates the subject related to that clue as the target of your active investigation. Gain a +1 circumstance bonus on checks to investigate the subject. You can maintain two active investigations at a time.

**Clue In** (concentrate) **Frequency** once per 10 minutes; **Trigger** Another creature attempts a check to investigate a lead you're pursuing; **Effect** The creature gains a circumstance bonus to the check equal to your bonus from Pursue a Lead.

**Devise a Stratagem** (concentrate, fortune) **Frequency** once per round; **Effect** Choose a creature and roll a d20. If you Strike the creature this round, use this result for your attack roll. Add Int to the roll instead of Str or Dex if you Strike with an agile or finesse melee weapon or unarmed attack, a ranged weapon, or a sap. If the creature is the subject of a lead you're pursuing, you can use this ability as a free action.

**Strategic Strike** When making a Strike that adds your Int on your attack roll due to Devising a Stratagem, you deal an additional 1d6 precision damage. □ 5th 2d6, □ 9th 3d6, □ 13th 4d6, □ 17th 5d6

METHODOLOGY

## CLASS FEATS AND ABILITIES

On the Case  
Devise a Stratagem  
Methodology  
Strategic Strike

1ST

FEAT 1ST

FEAT 2ND

**Keen Recollection** Recall Knowledge with untrained skills uses your level for your proficiency bonus.  
**Skillful Lessons** See Skill Feats.

3RD

FEAT 4TH

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

5TH

FEAT 6TH

**Vigilant Senses** Gain master Perception.  
**Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.

7TH

FEAT 8TH

**Great Fortitude** Gain expert Fortitude.  
**Investigator Expertise** Gain expert class DC.

9TH

FEAT 10TH

**Deductive Improvisation** Attempt any trained-only checks even if untrained, expert-only checks if trained, and master-only checks if expert.

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

11TH

FEAT 12TH

**Incredible Senses** Gain legendary Perception.  
**Light Armor Expertise** Gain expert light armor and unarmored defense.  
**Weapon Mastery** Gain master simple, martial, and unarmed.

13TH

FEAT 14TH

**Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.  
**Greater Weapon Specialization** +4 damage if expert, +6 master, +8 legendary.

15TH

FEAT 16TH

**Greater Resolve** Gain legendary Will. Critical failures on Will saves are failures. Take half damage when you fail a Will save against damage.

17TH

FEAT 18TH

**Light Armor Mastery** Gain master light armor and unarmored defense.  
**Master Detective** When you enter a location, GM informs you of new clues to your leads. Gain master class 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

## FREE ACTIONS AND REACTIONS

NAME	FREE ACTION	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

<b>ABILITY SCORES</b>			
STR MODIFIER	STRENGTH SCORE		
DEX MODIFIER	DEXTERITY SCORE		
CON MODIFIER	CONSTITUTION SCORE		
INT MODIFIER	INTELLIGENCE SCORE		
WIS MODIFIER	WISDOM SCORE		
CHA MODIFIER	CHARISMA SCORE		
<b>SPELL DC</b>			
DC BASE	CHA	PROF	TEM L
= 10			

<b>ARMOR CLASS</b>							
AC	DC BASE = 10	DEX	CAP	PROF	TEM L	ITEM	
	OR	UNARMORED	LIGHT	MEDIUM	HEAVY		
		TEM L	TEM L	TEM L	TEM L		
Shield +		HARDNESS	MAX HP	BT	CURRENT HP		
			/				
<b>SAVING THROWS</b>		<b>FORTITUDE</b>		<b>REFLEX</b>		<b>WILL</b>	
CON	PROF	DEX	PROF	WIS	PROF	WIS	PROF
ITEM	TEM L	ITEM	TEM L	ITEM	TEM L	ITEM	TEM L
NOTES							

<b>HIT POINTS</b>					
MAX	CURRENT	TEMPORARY			
	DYING	WOUNDED			
8+CON PER LEVEL					
RESISTANCES AND IMMUNITIES					
CONDITIONS					
<b>PERCEPTION</b>		WIS	PROF	TEM L	ITEM
		SENSES			

<b>SPEED</b>	FEET	MOVEMENT TYPES & NOTES		
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<b>MELEE STRIKES</b>					
WEAPON		STR	PROF	TEM L	ITEM
DICE	STR	B	W SPEC	OTHER	TRAITS
		P			
		S			
WEAPON		STR	PROF	TEM L	ITEM
DICE	STR	B	W SPEC	OTHER	TRAITS
		P			
		S			

<b>RANGED STRIKES</b>					
WEAPON		DEX	PROF	TEM L	ITEM
DICE	SPECIAL	B	W SPEC	OTHER	TRAITS
		P			
		S			
WEAPON		DEX	PROF	TEM L	ITEM
DICE	SPECIAL	B	W SPEC	OTHER	TRAITS
		P			
		S			

<b>SPELL ATTACK</b>	
	= CHA PROF TEM L
SPELL	DAMAGE

SIMPLE	MARTIAL	UNARMED	SPELL	OTHER
TEM L	TEM L	TEM L	TEM L	TEM L

## SKILLS RELIGION, MYSTERY SKILL, AND 3 + INT

ACROBATICS	DEX	PROF	TEM L	ITEM	ARMOR
ARCANA	INT	PROF	TEM L	ITEM	
ATHLETICS	STR	PROF	TEM L	ITEM	
CRAFTING	INT	PROF	TEM L	ITEM	
DECEPTION	CHA	PROF	TEM L	ITEM	
DIPLOMACY	CHA	PROF	TEM L	ITEM	
INTIMIDATION	CHA	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
MEDICINE	WIS	PROF	TEM L	ITEM	
NATURE	WIS	PROF	TEM L	ITEM	
OCULTISM	INT	PROF	TEM L	ITEM	
PERFORMANCE	CHA	PROF	TEM L	ITEM	
RELIGION	WIS	PROF	TEM L	ITEM	
SOCIETY	INT	PROF	TEM L	ITEM	
STEALTH	DEX	PROF	TEM L	ITEM	ARMOR
SURVIVAL	WIS	PROF	TEM L	ITEM	
THIEVERY	DEX	PROF	TEM L	ITEM	ARMOR

<b>LANGUAGES</b>	
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## 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			

## FREE ACTIONS AND REACTIONS

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

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

## CLASS FEATS AND ABILITIES

Divine Spellcasting Cast divine spells spontaneously from the selections in your repertoire.

Spell Repertoire You know two 1st-level divine spells and five divine cantrips, plus one cantrip from your mystery. When you gain a new spell slot, choose a new spell to add to your repertoire of the same level.

Mystery (see oracle spell sheet for oracular curse)

Revelation Spells Learn the revelation spell from your mystery and gain 2 Focus Points. Casting revelation spells increases the severity of your curse.

5 cantrips,  
2 1st

+1 1st

FEAT 2ND

2 2nd

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

+1 2nd

FEAT 4TH

2 3rd

5TH

+1 3rd

FEAT 6TH

2 4th

Expert Spellcaster Gain expert divine spell attack rolls and spell DC. Resolve Gain master Will. Successes on Will saves are critical successes.

+1 4th

FEAT 8TH

2 5th

Magical Fortitude Gain expert Fortitude.

+1 5th

FEAT 10TH

2 6th

Alertness Gain expert Perception. Weapon Expertise Gain expert simple and unarmed.

+1 6th

FEAT 12TH

2 7th

Light Armor Expertise Gain expert light armor and unarmored defense. Lightning Reflexes Gain expert Reflex.

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

+1 7th

FEAT 14TH

2 8th

Master Spellcaster Gain master divine 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

Legendary Spellcaster Gain legendary divine spell attack rolls and spell DC.

19TH

Oracular Clarity Gain a 10th-level spell slot.

FEAT 20TH

## MYSTERY

MYSTERY \_\_\_\_\_ Related Domains \_\_\_\_\_

MYSTERY BENEFIT

## FREE ACTIONS AND REACTIONS

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

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

SPELL ATTACK ROLL	
	= <input type="text"/> CHA <input type="text"/> PROF <input checked="" type="text"/> T <input type="text"/> E <input type="text"/> M <input type="text"/> L
SPELL DC	
	= DC BASE <input type="text"/> CHA <input type="text"/> PROF <input checked="" type="text"/> T <input type="text"/> E <input type="text"/> M <input type="text"/> L 10
ORACLE SPELLS	
DIVINE SPONTANEOUS SPELLCASTER	
<input type="checkbox"/> PREPARED	<input type="checkbox"/> SPONTANEOUS
INNATE SPELLS	
TRADITION	<input type="text"/>
	LVL <input type="text"/>
	FREQUENCY <input type="text"/>
	ACTIONS <input type="text"/>
	M S V <input checked="" type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V
	LVL <input type="text"/>
	FREQUENCY <input type="text"/>
	ACTIONS <input type="text"/>
	M S V <input checked="" type="checkbox"/> M <input type="checkbox"/> S <input type="checkbox"/> V

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

ORACULAR CURSE	
CURRENT STAGE	STAGES
	<b>Minor Curse</b>
	<b>Moderate Curse</b>
	<b>Major Curse</b> <input type="checkbox"/> 11th
	<b>Extreme Curse</b> <input type="checkbox"/> 17th When you cast a revelation while under major curse, become doomed 2. Once every 10 minutes, when you fail an attack, skill, Perception, or save roll, you can reroll it and use the second result. If you cast a revelation spell while under the effects of your extreme curse, you're overwhelmed.
	<b>Overwhelmed</b> Can't cast or Sustain revelation spells.

## SPELLS

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
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ACTIONS	
■ M ■ S ■ V	

LVL	PREP
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■ M ■ S ■ V	

LVL	PREP
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■ M ■ S ■ V	

LVL	PREP
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LVL	PREP
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LVL	PREP
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LVL	PREP
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■ M ■ S ■ V	

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

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

LVL	PREP
HEIGHTEN	
ACTIONS	
■ M ■ S ■ V	

## RITUALS

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# 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	ITEM	TEM L
= 10				

### SPEED

### FEET

MOVEMENT TYPES & NOTES

### MELEE STRIKES

WEAPON			STR	PROF	ITEM	TEM L
DAMAGE	STR	B P S	W SPEC	OTHER	TRAITS	

WEAPON			STR	PROF	ITEM	TEM L
DAMAGE	STR	B P S	W SPEC	OTHER	TRAITS	

WEAPON			STR	PROF	ITEM	TEM L
DAMAGE	STR	B P S	W SPEC	OTHER	TRAITS	

### RANGED STRIKES

WEAPON			DEX	PROF	ITEM	TEM L
DAMAGE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

WEAPON			DEX	PROF	ITEM	TEM L
DAMAGE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

WEAPON			DEX	PROF	ITEM	TEM L
DAMAGE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

### WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	OTHER	ITEM	TEM L
ITEM	ITEM	ITEM	ITEM	ITEM	ITEM

### ARMOR CLASS

AC	DC BASE	DEX	CAP	PROF	TEM L	ITEM
	= 10	OR				
	UNARMORED	UNARMORED	UNARMORED	UNARMORED	UNARMORED	UNARMORED
	TEM L					
	SHIELD	+	HARDNESS	MAX HP	BT	CURRENT HP

### SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	TEM L	ITEM	TEM L	ITEM	TEM L
NOTES					

### HIT POINTS

MAX	CURRENT	TEMPORARY
10+CON PER LEVEL		

### CONDITIONS

RESISTANCES AND IMMUNITIES

### PERCEPTION

WIS	PROF	TEM L	ITEM

SENSES

### SKILLS ACROBATICS, STYLE SKILL, AND 4 + INT

ACROBATICS	DEX	PROF	TEM L	ITEM	ARMOR
ARCANA	INT	PROF	TEM L	ITEM	
ATHLETICS	STR	PROF	TEM L	ITEM	
CRAFTING	INT	PROF	TEM L	ITEM	
DECEPTION	CHA	PROF	TEM L	ITEM	
DIPLOMACY	CHA	PROF	TEM L	ITEM	
INTIMIDATION	CHA	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
LORE	INT	PROF	TEM L	ITEM	
MEDICINE	WIS	PROF	TEM L	ITEM	
NATURE	WIS	PROF	TEM L	ITEM	
OCCULTISM	INT	PROF	TEM L	ITEM	
PERFORMANCE	CHA	PROF	TEM L	ITEM	
RELIGION	WIS	PROF	TEM L	ITEM	
SOCIETY	INT	PROF	TEM L	ITEM	
STEALTH	DEX	PROF	TEM L	ITEM	ARMOR
SURVIVAL	WIS	PROF	TEM L	ITEM	
THIEVERY	DEX	PROF	TEM 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 12TH

Stylish Trick 3RD 14TH

4TH Stylish Trick 15TH

6TH 16TH

Stylish Trick 7TH 18TH

8TH 20TH

10TH Stylish Trick Must be for Acrobatics or your swashbuckler's style skill.

## GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

## PANACHE ABILITIES

**Panache** You gain panache by succeeding at Tumble Through and an action designated by your style. The GM can grant it for other daring actions, usually at the very hard DC for your level. With panache, gain a +5-foot status bonus to Speeds and a +1 circumstance bonus to Tumble Through and your style's panache actions.

**Swashbuckler's Style** □ **Battledancer** Performance vs Will DC. □ **Braggart** Demoralize. □ **Fencer** Feint or Create a Diversion. □ **Gymnast** Grapple, Shove, or Trip. □ **Wit** Bon Mot.

**Precise Strike** When you have panache and Strike with an agile or finesse weapon or unarmed attack, deal 2 extra damage, or 2d6 extra damage on a finisher. □ **5th** 3 or 3d6 finisher, □ **9th** 4 or 4d6 finisher, □ **13th** 5 or 5d6 finisher, □ **17th** 6 or 6d6 finisher

**Confident Finisher** ♦ (finisher) Strike with a weapon or unarmed attack that would apply precise strike damage. On a failure, you deal half your precise strike damage to the target.

**Finisher Trait** You can use a finisher only if you have panache, and you lose panache immediately after. After a finisher, you can't attack for the rest of your turn. Some finishers grant an effect on a failure (this doesn't apply on a critical failure).

## FREE ACTIONS AND REACTIONS

NAME	■ FREE ACTION	TRAITS	PAGE
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TRIGGER	■ REACTION		
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DESCRIPTION			
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## CLASS FEATS AND ABILITIES

Panache  
Swashbuckler's Style  
Precise Strike  
Confident Finisher

1ST

FEAT 1ST

FEAT 2ND

**Great Fortitude** Gain expert Fortitude.

**Opportune Riposte** ♦ **Trigger** A foe in your reach critically fails to Strike you; **Effect** You attempt to Strike or Disarm the foe.

**Stylish Trick** See Skill Feats.

**Vivacious Speed** +10-foot status bonus to Speed while you have panache, or half without panache.

3RD

FEAT 4TH

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

5TH

FEAT 6TH

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

**Vivacious Speed** +15 feet.

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

7TH

FEAT 8TH

**Exemplary Finisher** If you hit with a finisher's Strike, gain this benefit.

**Swashbuckler Expertise** Gain expert class DC.

9TH

FEAT 10TH

**Continuous Flair** When you succeed at a panache action in exploration, +1 circumstance bonus to further checks that would gain panache in the current scene.

**Vigilant Senses** Gain master Perception.

**Vivacious Speed** +20 feet.

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.

**Light Armor Expertise** Gain expert light armor and unarmored defense.

**Weapon Mastery** Gain master simple, martial, and unarmed.

13TH

FEAT 14TH

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

**Keen Flair** When you Strike with a weapon or unarmed attack you're a master of, you critically succeed on a natural 19.

**Vivacious Speed** +25 feet.

15TH

FEAT 16TH

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

17TH

FEAT 18TH

**Eternal Confidence** Master swashbuckler class DC. When you Strike in a finisher or Opportune Riposte, you can give the Strike the failure effect of Confident Finisher.

**Light Armor Mastery** Gain master light armor and unarmored defense.

**Vivacious Speed** +30 feet.

19TH

FEAT 20TH

## BONUS FEATS

## ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION			
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NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION			
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# 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

LEVEL

BACKGROUND

SIZE ALIGNMENT

HERO POINTS

DEITY

## 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	INT	PROF	TEM L
= 10			

SPEED

FEET

MOVEMENT TYPES & NOTES

## MELEE STRIKES

WEAPON		=	STR	PROF	TEM L	ITEM
DAMAGE	STR	■ B ■ P ■ S	W SPEC	OTHER	TRAITS	
WEAPON		=	STR	PROF	TEM L	ITEM
DAMAGE	STR	■ B ■ P ■ S	W SPEC	OTHER	TRAITS	

## RANGED STRIKES

WEAPON		=	DEX	PROF	TEM L	ITEM
DAMAGE	SPECIAL	■ B ■ P ■ S	W SPEC	OTHER	TRAITS	
WEAPON		=	DEX	PROF	TEM L	ITEM
DAMAGE	SPECIAL	■ B ■ P ■ S	W SPEC	OTHER	TRAITS	

## SPELL ATTACK

	=	INT	PROF	TEM L
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SPELL

DAMAGE

## WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL	OTHER
TEM L	TEM L	TEM L	TEM L	TEM L

## ARMOR CLASS

DC BASE	DEX	CAP	PROF	TEM L	ITEM
= 10	OR				
UNARMORED	TEM L	TEM L	TEM L	TEM L	TEM L
SHIELD	+	HARDNESS	MAX HP	BT	CURRENT HP

## SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	TEM L	ITEM	TEM L	ITEM	TEM L
NOTES					

## HIT POINTS

MAX	CURRENT	TEMPORARY
6+ CON PER LEVEL		

CONDITIONS
------------

## PERCEPTION

WIS	PROF	TEM L	ITEM
SENSES			

## SKILLS PATRON SKILL AND 3 + INT

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

## LANGUAGES

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## 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

## FAMILIAR

YOUR LEVEL

TINY MINION

Low-light Vision

Perception, Acrobatics and Stealth  your level + your Int

AC and Saving Throws same as yours

Speed  Stride 25 feet  Swim 25 feet, Other Speeds \_\_\_\_\_



CURRENT

5 × YOUR LEVEL

## HIT POINTS

FAMILIAR AND MASTER ABILITIES

EXTRA FAMILIAR ABILITIES

## CLASS FEATS AND ABILITIES

5 cantrips,  
2 1st

Patron Theme

Tradition

**Familiar** Your familiar has one extra familiar ability and knows 10 cantrips, your patron theme's granted spell, and your choice of five 1st-level spells of your tradition. When you level up, it learns 2 spells of any level you can cast.

**Witch Spellcasting**

**Hexes** Learn the *phase familiar* hex spell and gain 1 Focus Point. Learn the hex cantrip from your patron theme. You can cast only one hex per turn.

1ST

+1 1st

FEAT 2ND

2 2nd

3RD

+1 2nd

FEAT 4TH

2 3rd

**Magical Fortitude** Gain expert Fortitude.

5TH

+1 3rd

**Familiar Ability**

FEAT 6TH

2 4th

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

7TH

+1 4th

FEAT 8TH

2 5th

**Lightning Reflexes** Gain expert Reflex.

9TH

+1 5th

FEAT 10TH

2 6th

**Alertness** Gain expert Perception.

**Weapon Expertise** Gain expert simple and unarmed.

11TH

+1 6th

**Familiar Ability**

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 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

**Familiar Ability**

FEAT 18TH

1 10th

**Legendary Spellcaster** Gain legendary spell attack rolls and spell DC.

**Patron's Gift** Gain a 10th-level spell slot.

19TH

—

FEAT 20TH

## ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION
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### FREE ACTIONS AND REACTIONS

NAME	FREE ACTION	REACTION	TRAITS	PAGE
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TRIGGER
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DESCRIPTION
-------------

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	STR/DEX	PROF	ITEM	TEM L
= 10				

## SPEED

FEET

MOVEMENT TYPES & NOTES

## MELEE STRIKES

WEAPON			STR	PROF	ITEM	TEM L

WEAPON			STR	PROF	ITEM	TEM L

## RANGED STRIKES

WEAPON			DEX	PROF	ITEM	TEM L

WEAPON			DEX	PROF	ITEM	TEM L

## SPELL ATTACK

	CHA	PROF	ITEM	TEM L

SPELL

DAMAGE

## WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL
ITEM	ITEM	ITEM	ITEM

## ARMOR CLASS

AC	DC BASE	DEX	CAP	PROF	ITEM	TEM L
	= 10		OR			
		UNARMORED	LIGHT	MEDIUM	HEAVY	
		TEM L	TEM L	TEM L	TEM L	

## SAVING THROWS

FORTITUDE	REFLEX	WILL
CON	DEX	WIS
ITEM	ITEM	ITEM
TEM L	TEM L	TEM L
NOTES		

## HIT POINTS

MAX	CURRENT	TEMPORARY
10+CON PER LEVEL		

## CONDITIONS

PERCEPTION	WIS	PROF	ITEM	TEM L

## SKILLS RELIGION, DEITY SKILL, AND 2 + INT

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

## CAUSE

CAUSE

### TENETS OF EVIL

1. Never perform acts anathema to your deity or willingly commit a purely good act. 2. Never put another person's needs before your own, and never put your own needs before those of your deity.

### TENETS OF CAUSE

## 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.

## 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 Block**

1ST

FEAT 1ST

FEAT 2ND

**Divine Ally**  **Blade Ally** Choose a weapon when you prepare to gain *fearsome*, *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

FEAT 4TH

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

5TH

FEAT 6TH

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

7TH

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

FEAT 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.

9TH

**Lightning Reflexes** Gain expert Reflex.

FEAT 10TH

**Alertness** Gain expert Perception.

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

11TH

**Exalt** Champion's reaction further harms enemies.

FEAT 12TH

**Armor Mastery** Gain master armor and unarmored defense.

13TH

**Weapon Mastery** Gain master simple, martial, and unarmed.

FEAT 14TH

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

15TH

FEAT 16TH

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

17TH

**Legendary Armor** Gain legendary armor and unarmored defense.

FEAT 18TH

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

19TH

FEAT 20TH

## ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

NAME	FREE ACTION	REACTION	TRAITS	PAGE
------	-------------	----------	--------	------

TRIGGER

DESCRIPTION

# PATHFINDER

Character Name

Ancestry and Heritage

**LEVEL** Background

XP

Class

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

## SPEED

Feet

Notes

## CLASS DC

Ability  PROF

## SKILLS

ACROBATICS (DEX)  PROF  Notes

ARCANA (INT)  PROF

ATHLETICS (STR)  PROF

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

SURVIVAL (WIS)  PROF

THIEVERY (DEX)  PROF

Pronouns

Alignment

Player Name



Current HP

Notes and Conditions

## PERCEPTION (WIS)

Senses and Notes  PROF

## FORTITUDE (CON)    REFLEX (DEX)    WILL (WIS)

PROF

PROF

PROF

Notes



## ATTACKS

Melee  Damage   
 Attack

Notes

Melee  Damage   
 Attack

Notes

Melee  Damage   
 Attack

Notes

Ranged  Damage   
 Attack

Notes

Ranged  Damage   
 Attack

Notes

## OTHER WEAPONS

PROF

### WEAPON PROFICIENCIES

UNARMED  MARTIAL   
SIMPLE  ADVANCED

## LANGUAGES

## ANCESTRY FEATS AND ABILITIES

## SPELL ATTACK ROLL

## SPELL DC



Ability



Ability



## CLASS FEATS AND FEATURES

## TRADITIONS

ARCANE  
PRIMAL



OCCULT  
DIVINE

PREPARED  
 SPONTANEOUS

## SPELL SLOTS

SPELLS PER DAY

LEVEL

REMAINING

1	2	3	4	5	6	7	8	9	10

## CANTRIPS

## SKILL FEATS AND GENERAL FEATS

## SPELLS

## EQUIPMENT

## COINS



## BULK



## FOCUS SPELLS

### FOCUS POINTS

Current

Maximum

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