

# PATHFINDER CHARACTER SHEET Version 1.1

CHARACTER NAME \_\_\_\_\_

ANCESTRY \_\_\_\_\_ SIZE \_\_\_\_\_ BACKGROUND \_\_\_\_\_

LEVEL \_\_\_\_\_ EXPERIENCE POINTS (XP) \_\_\_\_\_

CLASS \_\_\_\_\_

ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_

LANGUAGES \_\_\_\_\_

## ABILITY SCORES

**STRENGTH** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**STR** \_\_\_\_\_

**INTELLIGENCE** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**INT** \_\_\_\_\_

**DEXTERITY** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**DEX** \_\_\_\_\_

**WISDOM** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**WIS** \_\_\_\_\_

**CONSTITUTION** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**CON** \_\_\_\_\_

**CHARISMA** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_  
**CHA** \_\_\_\_\_

SPEED (FEET) \_\_\_\_\_ CLASS DC LEVEL \_\_\_\_\_ HERO POINTS \_\_\_\_\_

\_\_\_\_\_ 10+ \_\_\_\_\_ + \_\_\_\_\_

**HIT POINTS**  
 MAX \_\_\_\_\_ CURRENT \_\_\_\_\_ TEMPORARY \_\_\_\_\_

## SENSES

**PERCEPTION** WIS PROF ITEM \_\_\_\_\_

## SAVING THROWS

**FORTITUDE** CON PROF ITEM \_\_\_\_\_

**REFLEX** DEX PROF ITEM \_\_\_\_\_

**WILL** WIS PROF ITEM \_\_\_\_\_

## ARMOR CLASS

**AC** DEX PROF ITEM \_\_\_\_\_

**TAC** DEX PROF ITEM \_\_\_\_\_

UNTRAINED = LEVEL -2  
 MASTER = LEVEL +2

TRAINED = LEVEL  
 LEGENDARY = LEVEL +3

EXPERT = LEVEL +1

## WEAPON PROFICIENCIES

SIMPLE  
T E M L

MARTIAL  
T E M L

T E M L

LIGHT  
T E M L

MEDIUM  
T E M L

HEAVY  
T E M L

SHIELDS  
T E M L

## MELEE STRIKES

ABILITY PROF ITEM DAMAGE BONUS TRAITS  
 \_\_\_\_\_ = \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ T E M L \_\_\_\_\_ + \_\_\_\_\_ B P S \_\_\_\_\_  
 \_\_\_\_\_ = \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ T E M L \_\_\_\_\_ + \_\_\_\_\_ B P S \_\_\_\_\_  
 \_\_\_\_\_ = \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ T E M L \_\_\_\_\_ + \_\_\_\_\_ B P S \_\_\_\_\_

## RANGED STRIKES

ABILITY PROF ITEM DAMAGE BONUS RANGE TRAITS  
 \_\_\_\_\_ = \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ T E M L \_\_\_\_\_ + \_\_\_\_\_ B P S \_\_\_\_\_  
 \_\_\_\_\_ = \_\_\_\_\_ \_\_\_\_\_ \_\_\_\_\_ T E M L \_\_\_\_\_ + \_\_\_\_\_ B P S \_\_\_\_\_

## SKILLS

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

## ACTIONS AND ACTIVITIES

TRAITS  
 \_\_\_\_\_  
 TRAITS  
 \_\_\_\_\_  
 TRAITS  
 \_\_\_\_\_

## REACTIONS AND FREE ACTIONS

TRAITS  
 TRIGGER \_\_\_\_\_  
 TRAITS  
 TRIGGER \_\_\_\_\_

ANCESTRY FEATS	
	1st
	5th
	9th
	13th
	17th

CLASS FEATS AND FEATURES	
	1st
	1st
	1st
	1st
	2nd
	3rd
	4th
	5th
	6th
	7th
	8th
	9th
	10th
	11th
	12th
	13th
	14th
	15th
	16th
	17th
	18th
	19th
	20th

SKILL FEATS	Background
	4th
	6th
	8th
	10th
	12th
	14th
	16th
	18th
	20th

GENERAL FEATS	
	3rd
	7th
	11th
	15th
	19th

## BONUS FEATS

COINS			
PP	GP	SP	CP

[illegible]

	ENC	STR		MAX	STR		TOTAL
BULK	<input type="text"/>	= <input type="text"/> +5		<input type="text"/>	= <input type="text"/> +10		<input type="text"/>

RESONANCE  $\begin{array}{|c|} \hline \text{MAX} \\ \hline \end{array} = \begin{array}{|c|} \hline \text{CHA} \\ \hline \end{array} + \begin{array}{|c|} \hline \text{LEVEL} \\ \hline \end{array}$   $\begin{array}{|c|} \hline \text{INV} \\ \hline \end{array}$   $\begin{array}{|c|} \hline \text{SPENT} \\ \hline \end{array}$

## SPELLS

## CANTRIPS

[illegible]

## SPELLS

[illegible]

## SPELLS

PREP		HEIGHTENED	ACTIONS		
PREP		HEIGHTENED	ACTIONS		
PREP		HEIGHTENED	ACTIONS		
PREP		HEIGHTENED	ACTIONS		
PREP		HEIGHTENED	ACTIONS		

CURRENT	MAXIMUM	ABILITY	FEATS

COST		HEIGHTENED	ACTIONS		
COST		HEIGHTENED	ACTIONS		
COST		HEIGHTENED	ACTIONS		
COST		HEIGHTENED	ACTIONS		
COST		HEIGHTENED	ACTIONS		

[illegible]