

PATHFINDER PLAYTEST 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 INT INTELLIGENCE MODIFIER SCORE
STR _____ **INT** _____
DEXTERITY MODIFIER SCORE WIS WISDOM MODIFIER SCORE
DEX _____ **WIS** _____
CONSTITUTION MODIFIER SCORE CHA CHARISMA MODIFIER SCORE
CON _____ **CHA** _____

SPEED (FEET) _____ CLASS DC _____ HERO POINTS _____
MAX _____ LEVEL 10+ _____ KEY + _____
HIT POINTS CURRENT _____ TEMPORARY _____

SENSES WIS PROF ITEM _____
PERCEPTION  WIS PROF ITEM 

SAVING THROWS
FORTITUDE  CON PROF ITEM 
REFLEX  WIS PROF ITEM 
WILL  WIS PROF ITEM 

ARMOR CLASS
AC  10+ DEX PROF ITEM 
TAC  10+ DEX PROF ITEM 

UNTRAINED = LEVEL -2
MASTER = LEVEL +2

TRAINED = LEVEL
LEGENDARY = LEVEL +3

EXPERT = LEVEL +1

WEAPON PROFICIENCIES



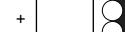
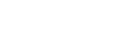
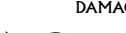
ARMOR PROFICIENCIES



MELEE STRIKES

ABILITY	PROF	ITEM	 	DAMAGE	 + 	BONUS	 	TRAITS
ABILITY	PROF	ITEM	 	DAMAGE	 + 	BONUS	 	TRAITS
ABILITY	PROF	ITEM	 	DAMAGE	 + 	BONUS	 	TRAITS

RANGED STRIKES

ABILITY	PROF	ITEM	 	DAMAGE	 + 	BONUS	 	RANGE TRAITS
ABILITY	PROF	ITEM	 	DAMAGE	 + 	BONUS	 	RANGE TRAITS

SKILLS

ACROBATICS	DEX PROF ITEM	 
ARCANA	INT PROF ITEM	 
ATHLETICS	STR PROF ITEM	 
CRAFTING	INT PROF ITEM	 
DECEPTION	CHA PROF ITEM	 
DIPLOMACY	CHA PROF ITEM	 
INTIMIDATION	CHA PROF ITEM	 
LORE	INT PROF ITEM	 
LORE	INT PROF ITEM	 

ACTIONS AND ACTIVITIES

TRAITS
TRAITS
TRAITS

REACTIONS AND FREE ACTIONS

TRAITS
TRAITS
TRAITS

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	

SPELLS