

# 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 \_\_\_\_\_ **INT** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

**DEXTERITY** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_ **WISDOM** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

**CONSTITUTION** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_ **CHARISMA** MODIFIER \_\_\_\_\_ SCORE \_\_\_\_\_

**CON** \_\_\_\_\_ **CHA** \_\_\_\_\_

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

**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 \_\_\_\_\_

**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 \_\_\_\_\_

\_\_\_\_\_ = 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 \_\_\_\_\_

**ACROBATICS** DEX PROF ITEM ARMOR \_\_\_\_\_

**ARCANA** INT PROF ITEM \_\_\_\_\_

**ATHLETICS** STR PROF ITEM ARMOR \_\_\_\_\_

**CRAFTING** INT PROF ITEM \_\_\_\_\_

**DECEPTION** CHA PROF ITEM \_\_\_\_\_

**DIPLOMACY** CHA PROF ITEM \_\_\_\_\_

**INTIMIDATION** CHA PROF ITEM \_\_\_\_\_

**LORE** INT PROF ITEM \_\_\_\_\_

**LORE** INT PROF ITEM \_\_\_\_\_

**SKILLS**

**MEDICINE** WIS PROF ITEM \_\_\_\_\_

**NATURE** WIS PROF ITEM \_\_\_\_\_

**OCCULTISM** INT PROF ITEM \_\_\_\_\_

**PERFORMANCE** CHA PROF ITEM \_\_\_\_\_

**RELIGION** WIS PROF ITEM \_\_\_\_\_

**SOCIETY** INT PROF ITEM \_\_\_\_\_

**STEALTH** DEX PROF ITEM ARMOR \_\_\_\_\_

**SURVIVAL** WIS PROF ITEM \_\_\_\_\_

**THIEVERY** DEX PROF ITEM ARMOR \_\_\_\_\_

**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  MAX  CHA  LEVEL  INV  SPENT

## SPELLS

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## CANTRIPS

[illegible]

POWERS	
COST	HEIGHTENED ACTIONS
COST	HEIGHTENED ACTIONS
COST	HEIGHTENED ACTIONS
COST	HEIGHTENED ACTIONS

[illegible]