

PATHFINDER CHARACTER SHEET Version 1.2

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 _____ KEY _____

HERO POINTS _____

HIT POINTS

MAX _____ CURRENT _____ TEMPORARY _____

SENSES

PERCEPTION _____ WIS PROF ITEM

Special Senses _____

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 -4
MASTER = LEVEL +2

TRAINED = LEVEL
LEGENDARY = LEVEL +3

EXPERT = LEVEL +1

WEAPON PROFICIENCIES

SIMPLE MARTIAL

ARMOR PROFICIENCIES

LIGHT MEDIUM HEAVY SHIELDS

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

ACTIONS AND ACTIVITIES

TRAITS _____

TRAITS _____

TRAITS _____

REACTIONS AND FREE ACTIONS

TRIGGER _____ TRAITS _____

TRIGGER _____ TRAITS _____

TRIGGER _____ TRAITS _____

SPELLS

CASTER TYPE					
PREPARED	☐	ARCANE	☐	OCCULT	☐
SPONTANEOUS	☐	DIVINE	☐	PRIMAL	☐

SPELL ROLL AND DC						
SPELL ROLL		DC		ABILITY	PROF	ITEM
_____		10+				T E M L

SPELL SLOTS					
CANTRIPS					
1ST		2ND		3RD	
4TH		5TH		6TH	
7TH		8TH		9TH	
10TH		11TH		12TH	

SPONTANEOUS SPELLS REMAINING					
1ST		2ND		3RD	
4TH		5TH		6TH	
7TH		8TH		9TH	
10TH		11TH		12TH	

SPONTANEOUS HEIGHTENING

CANTRIPS		
PREP		HEIGHTENED ACTIONS
PREP		HEIGHTENED ACTIONS
PREP		HEIGHTENED ACTIONS
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SPELLS					
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