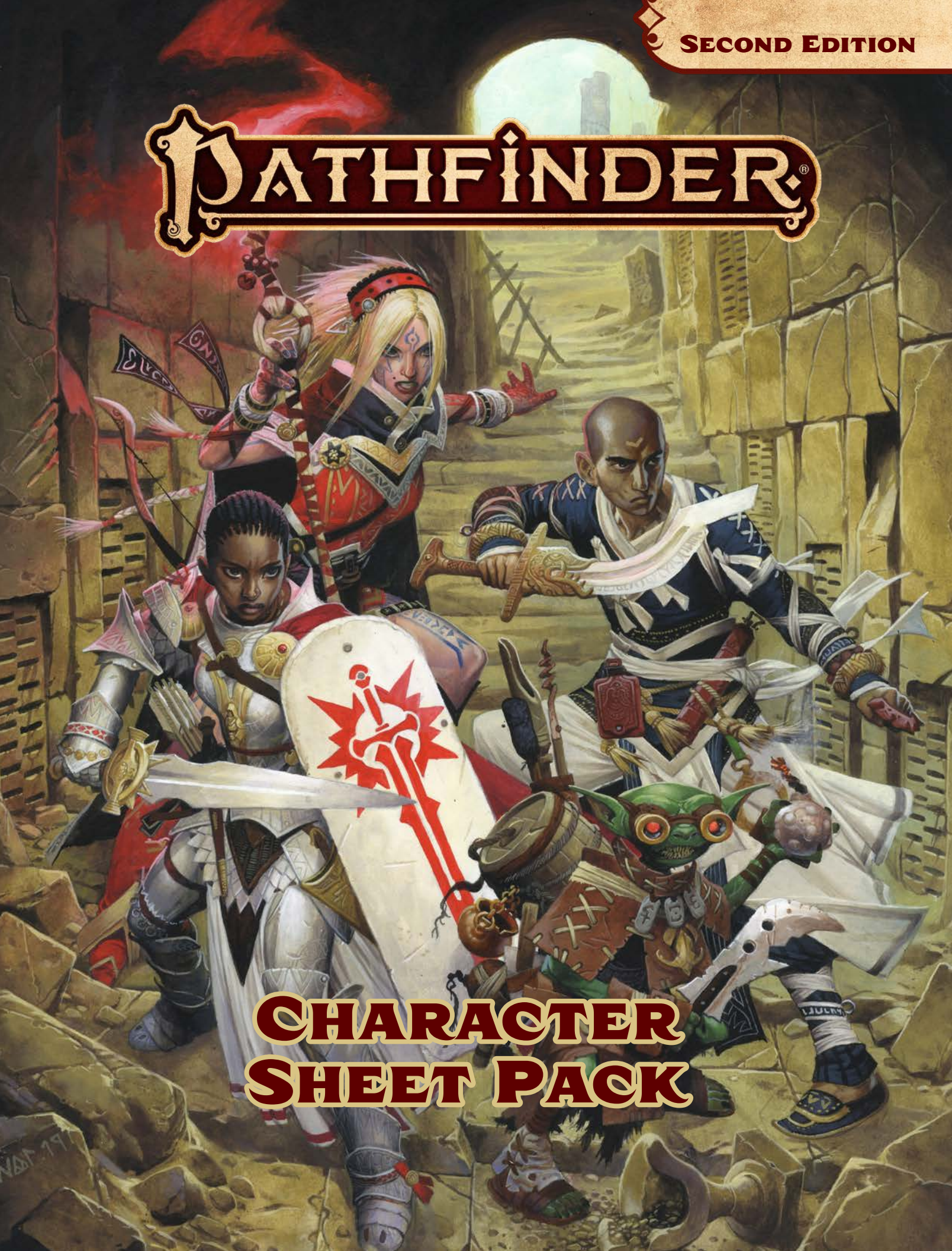


SECOND EDITION

PATHFINDER®

CHARACTER SHEET PACK



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	T	E	M	L	ITEM
= 10							

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED LIGHT MEDIUM HEAVY

T E M L T E M L T E M L T E M L

Shield +

HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
NOTES					

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON		STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS		

WEAPON		STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS		

WEAPON		STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS		

RANGED STRIKES

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS		

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS		

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS		

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	OTHER	OTHER
T E M L	T E M L	T E M L	T E M L

SKILLS

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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

CLASS FEATS AND ABILITIES

FEATURE 1ST

FEATURE 1ST

FEAT 1ST

FEAT 2ND

FEATURE 3RD

FEAT 4TH

FEATURE 5TH

FEAT 6TH

FEATURE 7TH

FEAT 8TH

FEATURE 9TH

FEAT 10TH

FEATURE 11TH

FEAT 12TH

FEATURE 13TH

FEAT 14TH

FEATURE 15TH

FEAT 16TH

FEATURE 17TH

FEAT 18TH

FEATURE 19TH

FEAT 20TH

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	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE
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TRIGGER
DESCRIPTION

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE
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TRIGGER
DESCRIPTION

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

CAMPAIGN NOTES		
DATE	DETAILS	STATUS

CAMPAIGN NOTES			
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 DEFEATED			
TITLES CLAIMED			

WORN ITEMS		
INVESTED ☐ BULK ☐		INVESTED ☐ BULK ☐
INVESTED ☐ BULK ☐		INVESTED ☐ BULK ☐
INVESTED ☐ BULK ☐		INVESTED ☐ BULK ☐
INVESTED ☐ BULK ☐		INVESTED ☐ BULK ☐
INVESTED ☐ BULK ☐		INVESTED ☐ BULK ☐
MAXIMUM 10 INVESTED ITEMS TOTAL BULK		

COINS				
				STORED MONEY LOCATION
CP	SP	GP	PP	

ITEM	PRICE	BULK
TOTALS		

	PRICE
--	-------

PERMANENT ITEMS	
HELD	BULK
TOTAL	

[illegible]

SUPPLIES				
RATIONS		DAYS	ROPE	
FEET				
WATER		DAYS	TORCHES	
AMMUNITION				

BULK

ENCUMBERED

BASE	STR
	= 5

MAXIMUM

BASE	STR
	= 10

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.

SPELL ATTACK ROLL

= KEY PROF T E M L

SPELL DC

= DC BASE KEY PROF T E M L

MAGIC TRADITIONS

ARCANE  OCCULT
PRIMAL DIVINE

☐ PREPARED ☐ SPONTANEOUS

INNATE SPELLS

TRADITION

	LVL
	FREQUENCY
	ACTIONS
	M S V

	LVL
	FREQUENCY
	ACTIONS
	M S V

FOCUS SPELLS

FOCUS POINTS CURRENT MAXIMUM

TRADITION PAGE

	ACTIONS
	M S V

	ACTIONS
	M S V

	ACTIONS
	M S V

	ACTIONS
	M S V

	ACTIONS
	M S V

	ACTIONS
	M S V

	ACTIONS
	M S V

SPELL SLOTS PER DAY

CANTRIP LEVEL										
	1	2	3	4	5	6	7	8	9	10

SPONTANEOUS SPELL SLOTS REMAINING

CANTRIPS

	LVL	PREP
	ACTIONS	
	M S V	

	LVL	PREP
	ACTIONS	
	M S V	

	LVL	PREP
	ACTIONS	
	M S V	

	LVL	PREP
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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	
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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

	LVL	PREP
	HEIGHTEN	
	ACTIONS	
	M	S V

	LVL	PREP
	HEIGHTEN	
	ACTIONS	
	M	S L V

	LVL	PREP
	HEIGHTEN	
	ACTIONS	
	M S LV	

RITUALS

[illegible]



COMPANION SHEET

COMPANION NAME

TYPE

SIZE

LEVEL

COMPANION SKETCH

ABILITY MODIFIERS

STR
MODIFIER

DEX
MODIFIER

CON
MODIFIER

INT
MODIFIER

WIS
MODIFIER

CHA
MODIFIER

ARMOR CLASS

AC

DC BASE
= 10

DEX

CAP

PROF

T E M L

ITEM

OR

UNARMORED

BARDING

T E M L

T E M L

SAVING THROWS

FORTITUDE

REFLEX

WILL

CON

PROF

DEX

PROF

WIS

PROF

T E M L

T E M L

T E M L

NOTES

PERCEPTION

WIS

PROF

T E M L

SENSES

HIT POINTS

MAX

CURRENT

TEMPORARY

RESISTANCES AND IMMUNITIES

CONDITIONS

6+CON/LEVEL

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

UNARMED ATTACK

DAMAGE

DICE

STR

B

P

S

EXTRA

OTHER

TRAITS

UNARMED ATTACK

DAMAGE

DICE

STR

B

P

S

EXTRA

OTHER

TRAITS

SUPPORT



ADVANCEMENT

MATURE



NIMBLE



SAVAGE



ADVANCED MANEUVER

NAME

ACTIONS

TRAITS

PAGE

DESCRIPTION

COMPANION ITEMS

INVESTED

BULK

INVESTED

BULK

SKILLS

ACROBATICS

DEX

PROF

T E M L

ARMOR

ATHLETICS

STR

PROF

T E M L

ARMOR

DECEPTION

CHA

PROF

T E M L

DIPLOMACY

CHA

PROF

T E M L

INTIMIDATION

CHA

PROF

T E M L

PERFORMANCE

CHA

PROF

T E M L

STEALTH

DEX

PROF

T E M L

ARMOR

SURVIVAL

WIS

PROF

T E M L

THIEVERY

DEX

PROF

T E M L

ARMOR

DETAILS

VARIETY

AGE

GENDER & PRONOUNS

HT

WT

ATTITUDE

LIKES

DISLIKES

NOTES

[illegible]

CRAFT	
REQUIREMENTS	SUCCESS & FAILURE
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.	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	☐ MAGICAL CRAFTING
☐ SNARE CRAFTING	☐ IMPECCABLE CRAFTING
☐ SPECIALTY CRAFTING	☐ INVENTOR

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	

[illegible]

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 	ANCESTRY AND HERITAGE 		LEVEL
	BACKGROUND 		
PLAYER NAME 	SIZE 	ALIGNMENT 	HERO POINTS
	DEITY 		
EXPERIENCE POINTS (XP) 			

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	T	E	M	L	ITEM
	= 10							

SPEED		FEET	MOVEMENT TYPES & NOTES
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MELEE STRIKES													
WEAPON				=		STR	PROF	T	E	M	L	ITEM	
DAMAGE													
DICE	STR	☐ B	W SPEC	OTHER				TRAITS					
		☐ P											
		☐ S											

WEAPON				=		STR	PROF	T	E	M	L	ITEM	
DAMAGE													
DICE	STR	☐ B	W SPEC	OTHER				TRAITS					
		☐ P											
		☐ S											

RANGED STRIKES					
WEAPON					
Alchemical Bomb		=		DEX PROF T E M L ITEM	
BOMBS					
TYPE	DAMAGE	SPLASH	OTHER EFFECTS	WEAPON SPECIALIZATION	

WEAPON					=	DEX	PROF	T	E	M	L	ITEM
DAMAGE												
DICE	SPECIAL	☐ B ☐ P ☐ S	W SPEC	OTHER	TRAITS							

[illegible]

AC

10

ARMOR CLASS

DC BASE	DEX	CAP	PROF	T	E	M	L	ITEM
= 10		OR						

UNARMORED

LIGHT

MEDIUM

HEAVY

T	E	M	L	T	E	M	L	T	E	M	L	T	E	M	L

Shield

+

HARDNESS

MAX HP

BT

CURRENT HP

SAVING THROWS													
FORTITUDE				REFLEX				WILL					
CON		PROF		DEX		PROF		WIS		PROF			
ITEM		T	E	M	L	ITEM		T	E	M	L	ITEM	
NOTES													

HIT POINTS			
 MAX	CURRENT	TEMPORARY	
	DYING	WOUNDED	
8*CON PER LEVEL			
RESISTANCES AND IMMUNITIES			
CONDITIONS			

WIS	PROF	T	E	M	L	ITEM

SENSES

[illegible]

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

ALCHEMY	
INFUSED REAGENTS	LEVEL + INT PER DAY
Advanced Alchemy During daily preparations, use infused reagents to create alchemical items without a Crafting check. For each batch spent, choose an item of your level or lower and make two of it. They have the infused trait and lasts for 24 hours or until your next preparations.	
Quick Alchemy ♦ Cost 1 batch of infused reagents; Requirements You have alchemist's tools, the formula for the alchemical item you're creating, and a free hand. Effect Create a single alchemical item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost or need to attempt a Crafting check. This item has the infused trait, remaining potent only until the start of your next turn.	
RESEARCH FIELD	

CLASS FEATS AND ABILITIES	
FORMULAS	Alchemy Gain the Alchemical Crafting feat, infused reagents, advanced alchemy, and Quick Alchemy. Alchemical Crafting You can use Craft to create alchemical items. Formula Book Contains six 1st-level alchemical item formulas, plus two based on your research field. Each time you level up, add two formulas of any level you can create. Research Field
6	1ST
	FEAT 1ST
+2	FEAT 2ND
+2	3RD
+2	FEAT 4TH
+2	Field Discovery 5TH
+2	FEAT 6TH
+2	Alchemical Weapon Expertise Gain expert proficiency with simple weapons, unarmed attacks, and alchemical bombs. Iron Will Gain expert Will. Perpetual Infusions Create two 1st-level items with Quick Alchemy without spending reagents. The items depend on your research field. 7TH
+2	FEAT 8TH
+2	Alchemical Expertise Gain expert class DC. Alertness Gain expert Perception. Double Brew You can spend two batches with Quick Alchemy to make two items at once. 9TH
+2	FEAT 10TH
+2	Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. Perpetual Potency Increase perpetual infusions to their moderate versions. 11TH
+2	FEAT 12TH
+2	Greater Field Discovery Light Armor Expertise Gain expert proficiency in light armor and unarmored defense. Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13TH
+2	FEAT 14TH
+2	Alchemical Alacrity You can spend three batches with Quick Alchemy to make three items. Evasion Gain master Reflex. Successes on Reflex saves are critical successes. 15TH
+2	FEAT 16TH
+2	Alchemical Mastery Gain master class DC. Perpetual Perfection Increase perpetual infusions to their greater versions. 17TH
+2	FEAT 18TH
+2	19TH
+2	Light Armor Mastery Gain master light armor and unarmored defense. FEAT 20TH

ACTIONS AND ACTIVITIES			
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DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS			
NAME	FREE ACTION	REACTION	TRAITS
PAGE			
TRIGGER			
DESCRIPTION			

NAME	FREE ACTION	REACTION	TRAITS
PAGE			
TRIGGER			
DESCRIPTION			

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 HERO POINTS
		BACKGROUND	SIZE	
		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	STR	PROF	T	E	M	L	ITEM
	= 10							

SPEED	FEET	MOVEMENT TYPES & NOTES
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MELEE STRIKES

WEAPON

STR

PROF

T

E

M

L

ITEM

DAMAGE

DICE

STR

☐ B
☐ P
☐ S

W SPEC

OTHER

TRAITS

WEAPON

STR

PROF

T

E

M

L

ITEM

DAMAGE

DICE

STR

☐ B
☐ P
☐ S

W SPEC

OTHER

TRAITS

WEAPON

STR

PROF

T

E

M

L

ITEM

DAMAGE

DICE

STR

☐ B
☐ P
☐ S

W SPEC

OTHER

TRAITS

RANGED STRIKES

WEAPON

DEX

PROF

T

E

M

L

ITEM

DAMAGE

DICE

SPECIAL

☐ B

☐ P

☐ S

W SPEC

OTHER

TRAITS

WEAPON

DEX

PROF

T

E

M

L

ITEM

DAMAGE

DICE

SPECIAL

☐ B

☐ P

☐ S

W SPEC

OTHER

TRAITS

WEAPON

DEX

PROF

T

E

M

L

ITEM

DAMAGE

DICE

SPECIAL

☐ B

☐ P

☐ S

W SPEC

OTHER

TRAITS

WEAPON PROFICIENCIES															
SIMPLE				MARTIAL				UNARMED				OTHER			
T	E	M	L	T	E	M	L	T	E	M	L	T	E	M	L

ARMOR CLASS



DC BASE	DEX	CAP	PROF	T	E	M	L	ITEM
AC								
= 10	OR							
UNARMORED LIGHT MEDIUM HEAVY T E M L T E M L T E M L T E M L								
								
Shield +				HARDNESS	MAX HP	BT	CURRENT HP	

SAVING THROWS													
FORTITUDE				REFLEX				WILL					
CON		PROF		DEX		PROF		WIS		PROF			
ITEM		T	E	M	L	ITEM		T	E	M	L	ITEM	
NOTES													

HIT POINTS	
 MAX	CURRENT TEMPORARY
	DYING WOUNDED
12+CON PER LEVEL	
RESISTANCES AND IMMUNITIES	
RAGING RESISTANCE	
CONDITIONS	



PERCEPTION

WIS	PROF	T	E	M	L	ITEM

SENSES

SKILLS ATHLETICS AND 3 + INT										
ACROBATICS		=	DEX	PROF	T	E	M	L	ITEM	ARMOR
ARCANA		=	INT	PROF	T	E	M	L	ITEM	
ATHLETICS		=	STR	PROF	T	E	M	L	ITEM	ARMOR
CRAFTING		=	INT	PROF	T	E	M	L	ITEM	
DECEPTION		=	CHA	PROF	T	E	M	L	ITEM	
DIPLOMACY		=	CHA	PROF	T	E	M	L	ITEM	
INTIMIDATION		=	CHA	PROF	T	E	M	L	ITEM	
LORE		=	INT	PROF	T	E	M	L	ITEM	
LORE		=	INT	PROF	T	E	M	L	ITEM	
MEDICINE		=	WIS	PROF	T	E	M	L	ITEM	
NATURE		=	WIS	PROF	T	E	M	L	ITEM	
OCCULTISM		=	INT	PROF	T	E	M	L	ITEM	
PERFORMANCE		=	CHA	PROF	T	E	M	L	ITEM	
RELIGION		=	WIS	PROF	T	E	M	L	ITEM	
SOCIETY		=	INT	PROF	T	E	M	L	ITEM	
STEALTH		=	DEX	PROF	T	E	M	L	ITEM	ARMOR
SURVIVAL		=	WIS	PROF	T	E	M	L	ITEM	
THIEVERY		=	DEX	PROF	T	E	M	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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

RAGE AND MIGHTY RAGE

Rage ♦ (concentrate, emotion, mental) **Requirements** You aren't fatigued or raging. **Effect** Gain temporary Hit Points equal to your level plus your Con modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- Deal 2 additional damage with melee weapons and unarmed attacks. This damage is halved if your attack is agile.
- Take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Mighty Rage ♦ **Trigger** You Rage. **Effect** Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait. □ 11th

Quick Rage After you spend a full turn without raging, you can Rage again without needing to wait a minute. □ 17th

CLASS FEATS AND ABILITIES

Rage
Instinct Ability _____ 1ST

FEAT 1ST

FEAT 2ND

Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. 3RD

FEAT 4TH

Brutality Gain expert simple, martial, and unarmed. While raging, gain critical specialization with melee. 5TH

FEAT 6TH

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes. **Weapon Specialization** +2 damage if expert, +3 if master, +4 if legendary. **Instinct Specialization Ability:** _____ 7TH

FEAT 8TH

Lightning Reflexes Gain expert Reflex. **Raging Resistance** 3+ Con resistance to _____ 9TH

FEAT 10TH

Mighty Rage Gain expert class DC. 11TH

FEAT 12TH

Greater Juggernaut Gain legendary Fortitude. Critical failures on Fortitude saves are failures. Take half damage when you fail a Fortitude save against damage. **Medium Armor Expertise** Gain expert light armor, medium armor, and unarmored defense. **Weapon Fury** Gain master simple, martial, and unarmed. 13TH

FEAT 14TH

Greater Weapon Specialization +4 damage if expert, +6 if master, +8 if legendary. **Greater Instinct Specialization Ability:** _____

Indomitable Will Gain master Will. Successes on Will saves are critical successes. 15TH

FEAT 16TH

Heightened Senses Gain master Perception. **Quick Rage** 17TH

FEAT 18TH

Armor of Fury Gain master light armor, medium armor, and unarmored defense. **Devastator** Gain master class DC. Your melee Strikes ignore 10 of your target's resistance to physical damage. 19TH

FEAT 20TH

ACTIONS AND ACTIVITIES

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NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

FREE ACTIONS AND REACTIONS

NAME	FREE ACTION	REACTION	TRAITS	PAGE
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

SPELL DC

DC BASE = 10

CHA PROF T E M L

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED LIGHT MEDIUM HEAVY

T E M L T E M L T E M L T E M L

Shield +

HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L

NOTES

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON		STR	PROF	T E M L	ITEM
DAMAGE		DICE STR</td <td>B P S</td> <td>W SPEC</td> <td>OTHER TRAITS</td>	B P S	W SPEC	OTHER TRAITS

RANGED STRIKES

WEAPON		DEX	PROF	T E M L	ITEM
DAMAGE		DICE SPECIAL	B P S	W SPEC	OTHER TRAITS

SPELL ATTACK

CHA PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE MARTIAL UNARMED SPELL OTHER

T E M L T E M L T E M L T E M L T E M L

longsword, rapier, sap, shortbow, shortsword, whip

SKILLS OCCULTISM, PERFORMANCE, AND 4 + INT

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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

CLASS FEATS AND ABILITIES

SPELLS
5 cantrips,
2 1st

Occult Spellcasting Cast occult spells spontaneously from the selections in your repertoire.
Spell Repertoire You know two 1st-level occult spells and five occult cantrips. When you gain a new spell slot, choose a new spell to your repertoire of the same level.
Composition Spells Learn the counter performance composition spell and gain 1 Focus Point. Learn the inspire courage composition cantrip. You must use a type of Performance while casting a composition spell.
Muse _____ 1ST

+1 1st

FEAT 2ND

2 2nd

Lightning Reflexes Gain expert Reflex.
Signature Spells Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot. 3RD

+1 2nd

FEAT 4TH

2 3rd

5TH

+1 3rd

FEAT 6TH

2 4th

Expert Spellcaster Gain expert occult spell attack rolls and spell DC. 7TH

+1 4th

FEAT 8TH

2 5th

Great Fortitude Gain expert Fortitude.
Resolve Gain master Will. Successes on Will saves are critical successes. 9TH

+1 5th

FEAT 10TH

2 6th

Bard Weapon Expertise Gain expert simple weapons, longsword, rapier, sap, shortbow, whip, and unarmed. While one of your compositions is active, gain critical specialization with the listed weapons and unarmed attacks.
Vigilant Senses Gain master Perception. 11TH

+1 6th

FEAT 12TH

2 7th

Light Armor Expertise Gain expert light armor and unarmored defense.
Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary. 13TH

+1 7th

FEAT 14TH

2 8th

Master Spellcaster Gain master occult 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

Magnum Opus Gain a 10th-level spell slot.
Legendary Spellcaster Gain legendary occult spell attack rolls and spell DC. 19TH

—

FEAT 20TH

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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

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TRIGGER
DESCRIPTION

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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	T	E	M	L	ITEM
10							

ARMOR CLASS

AC	DC BASE	DEX	CAP	PROF	T	E	M	L	ITEM
	10								
		UNARMORED	LIGHT	MEDIUM	HEAVY				
		T E M L	T E M L	T E M L	T E M L				
Shield +		HARDNESS	MAX HP	BT	CURRENT HP				

SAVING THROWS

FORTITUDE			REFLEX			WILL		
CON	PROF		DEX	PROF		WIS	PROF	
ITEM	T E M L		ITEM	T E M L		ITEM	T E M L	
NOTES								

HIT POINTS

MAX	CURRENT	TEMPORARY
10+CON PER LEVEL		
RESISTANCES AND IMMUNITIES		
CONDITIONS		

PERCEPTION

WIS	PROF	T	E	M	L	ITEM
SENSES						

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	STR	B P S	W SPEC	OTHER	TRAITS				

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	STR	B P S	W SPEC	OTHER	TRAITS				

RANGED STRIKES

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS				

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE									
DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS				

SPELL ATTACK

	CHA	PROF	T	E	M	L
SPELL	DAMAGE					

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL
T E M L	T E M L	T E M L	T E M L

SKILLS RELIGION, DEITY SKILL, AND 2 + INT

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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

CAUSE

CAUSE

TENETS OF GOOD

1. Never perform acts anathema to your deity or willingly commit an evil act. 2. Never knowingly harm an innocent, or allow immediate harm to one when you could reasonably prevent it.

TENETS OF CAUSE

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

FEAT 1ST

FEAT 2ND

Divine Ally ☐ **Blade Ally** Choose a weapon when you prepare to gain disrupting, ghost touch, 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

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

FEAT 4TH

5TH

FEAT 6TH

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

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

7TH

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.

Lightning Reflexes Gain expert Reflex.

9TH

FEAT 10TH

Alertness Gain expert Perception

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

Exalt Champion's reaction benefits allies.

11TH

FEAT 12TH

Armor Mastery Gain master 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.

15TH

FEAT 16TH

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

Legendary Armor Gain legendary armor and unarmored defense.

17TH

FEAT 18TH

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

19TH

FEAT 20TH

ACTIONS AND ACTIVITIES

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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.

NAME

☐ FREE ACTION
☐ REACTION

TRAITS

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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

SPELL DC

DC BASE = 10

WIS PROF T E M L

ARMOR CLASS

AC = 10

DC BASE DEX CAP PROF T E M L ITEM

UNARMORED LIGHT MEDIUM HEAVY

T E M L T E M L T E M L T E M L

Shield +

HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
NOTES					

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON		STR	PROF	T E M L	ITEM
DAMAGE		DICE STR</td <td>B P S</td> <td>W SPEC</td> <td>OTHER TRAITS</td>	B P S	W SPEC	OTHER TRAITS

RANGED STRIKES

WEAPON		DEX	PROF	T E M L	ITEM
DAMAGE		DICE SPECIAL	B P S	W SPEC	OTHER TRAITS

SPELL ATTACK

WIS PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE MARTIAL UNARMED SPELL FAVORED

T E M L T E M L T E M L T E M L T E M L

SKILLS RELIGION, DEITY SKILL, AND 2 + INT

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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

ACTIONS AND ACTIVITIES

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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

CLASS FEATS AND ABILITIES

SPELLS

5 cantrips,
2 1ST

Deity Gives a trained skill, a favored weapon, spells, and anathema.
Divine Spellcasting You can prepare any common spells from the divine list.
Divine Font Based on your deity, you gain 1 + Cha ☐ *harm* spells or ☐ *heal* spells of your highest spell level.
First Doctrine Choose cloistered or warpriest and gain a benefit. ☐ **Cloistered** Domain Initiate feat ☐ **Warpriest** Trained light and medium armor, expert Fortitude, Shield Block general feat. If deity's weapon is simple, gain Deadly Simplicity feat.

1ST

+1 1ST

FEAT 2ND

2 2ND

Second Doctrine ☐ **Cloistered** Gain expert Fortitude ☐ **Warpriest** Trained martial weapons.

3RD

+1 2ND

FEAT 4TH

2 3RD

Alertness Gain expert Perception.

5TH

+1 3RD

FEAT 6TH

2 4TH

Third Doctrine ☐ **Cloistered** Gain expert spell attack rolls and spell DC. ☐ **Warpriest** Gain expert simple, favored weapon and unarmed. Gain critical specialization with favored weapon, using your spell DC.

7TH

+1 4TH

FEAT 8TH

2 5TH

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

9TH

+1 5TH

FEAT 10TH

2 6TH

Fourth Doctrine ☐ **Cloistered** Gain expert favored weapon. Gain critical specialization with it, using your spell DC. ☐ **Warpriest** Gain expert spell attack rolls and spell DC.
Lightning Reflexes Gain expert Reflex.

11TH

+1 6TH

FEAT 12TH

2 7TH

Divine Defense Gain expert unarmored defense. ☐ **Warpriest** Gain expert light and medium armor.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary.

13TH

+1 7TH

FEAT 14TH

2 8TH

Fifth Doctrine ☐ **Cloistered** Gain master spell attack rolls and spell DC. ☐ **Warpriest** Gain master Fortitude. Successes on Fortitude saves are critical successes.

15TH

+1 8TH

FEAT 16TH

2 9TH

FEAT 17TH

+1 9TH

FEAT 18TH

1 10TH

Final Doctrine ☐ **Cloistered** Gain legendary spell attack rolls and spell DC. ☐ **Warpriest** Gain master spell attack rolls and spell DC.
Miraculous Spell Gain a 10th-level spell slot.

19TH

FEAT 20TH

DEITY

DEITY	FOLLOWER ALIGNMENTS
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CLERIC SPELLS

EDICTS AND ANATHEMA

FREE ACTIONS AND REACTIONS

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, possibly breaking or destroying the shield.

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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	WIS	PROF	T	E	M	L	ITEM
10							

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield + HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE				REFLEX				WILL			
CON	PROF	DEX	PROF	WIS	PROF						
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L						
NOTES											

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS	

RANGED STRIKES

WEAPON	DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

SPELL ATTACK

WIS PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL	OTHER
T E M L	T E M L	T E M L	T E M L	T E M L

SKILLS NATURE, ORDER SKILL, AND 2 + INT

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

LANGUAGES

Druidic

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

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15TH

19TH

ACTIONS AND ACTIVITIES

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DESCRIPTION

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DESCRIPTION

FREE ACTIONS AND REACTIONS

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, possibly breaking or destroying the shield.

CLASS FEATS AND ABILITIES

SPELLS

5 cantrips,
2 1st

Druidic Order Gives a class feat, an order spell (with 1 Focus Point), and a trained skill.

Primal Spellcasting You can prepare any common spells from the primal list.

Shield Block
Wild Empathy You can use Diplomacy to Make an Impression on animals and make simple Requests of them. 1ST

+1 1st

FEAT 2ND

2 2nd

Alertness Gain expert Perception.

Great Fortitude Gain expert Fortitude. 3RD

+1 2nd

FEAT 4TH

2 3rd

Lightning Reflexes Gain expert Reflex. 5TH

+1 3rd

FEAT 6TH

2 4th

Expert Spellcaster Gain expert primal spell attack rolls and spell DC. 7TH

+1 4th

FEAT 8TH

2 5th

9TH

+1 5th

FEAT 10TH

2 6th

Druid Weapon Expertise Gain expert simple weapons and unarmed attacks.

Resolve Gain master Will. Successes on Will saves are critical successes. 11TH

+1 6th

FEAT 12TH

2 7th

Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.

Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 13TH

+1 7th

FEAT 14TH

2 8th

Master Spellcaster Gain master primal spell attack rolls and spell DC. 15TH

+1 8th

FEAT 16TH

2 9th

17TH

+1 9th

FEAT 18TH

1 10th

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

Primal Hierophant Gain a 10th-level spell slot. 19TH

FEAT 20TH

ORDER

ORDER	
ORDER SPELL	
OTHER BENEFITS	

ANATHEMA

You lose your magical abilities if you use metal armor or shields, despoil natural places, teach Druidic to non-druids, or do other acts determined by your order.

ORDER ANATHEMA

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 HERO POINTS
		BACKGROUND		
		SIZE	ALIGNMENT	
		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	STR/DEX	PROF	T	E	M	L	ITEM
	= 10							

SPEED	FEET	MOVEMENT TYPES & NOTES
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MELEE STRIKES

WEAPON

STR

PROF

T

E

M

L

ITEM

DAMAGE

DICE

STR

☐ B
☐ P
☐ S

W SPEC

OTHER

TRAITS

WEAPON

STR

PROF

T

E

M

L

ITEM

DAMAGE

DICE

STR

☐ B
☐ P
☐ S

W SPEC

OTHER

TRAITS

WEAPON

STR

PROF

T

E

M

L

ITEM

DAMAGE

DICE

STR

☐ B
☐ P
☐ S

W SPEC

OTHER

TRAITS

RANGED STRIKES

WEAPON

DEX

PROF

T

E

M

L

ITEM

DAMAGE

DICE

SPECIAL

☐ B

☐ P

☐ S

W SPEC

OTHER

TRAITS

WEAPON

DEX

PROF

T

E

M

L

ITEM

DAMAGE

DICE

SPECIAL

☐ B

☐ P

☐ S

W SPEC

OTHER

TRAITS

WEAPON

DEX

PROF

T

E

M

L

ITEM

DAMAGE

DICE

SPECIAL

☐ B

☐ P

☐ S

W SPEC

OTHER

TRAITS

WEAPON PROFICIENCIES															
SIMPLE			MARTIAL			UNARMED			ADVANCED			MASTERY (STH)			
T	E	M	T	E	M	T	E	M	T	E	M	T	E	M	



AC

= 10

ARMOR CLASS

DCBASE	DEX	CAP	PROF	T	E	M	L	ITEM
		OR						

UNARMORED	LIGHT	MEDIUM	HEAVY
T E M L	T E M L	T E M L	T E M L

Shield

+

HARDNESS	MAX HP	BT	CURRENT HP
	/		

SAVING THROWS													
FORTITUDE				REFLEX				WILL					
CON		PROF		DEX		PROF		WIS		PROF			
ITEM		T	E	M	L	ITEM		T	E	M	L	ITEM	
NOTES													

 HIT POINTS			
CURRENT		TEMPORARY	
MAX			
		DYING	WOUNDED
10+CON PER LEVEL			
RESISTANCES AND IMMUNITIES			
CONDITIONS			

PERCEPTION						
WIS	PROF	T	E	M	L	ITEM

SENSES

[illegible]

LANGUAGES

ANCESTRY FEATS AND ABILITIES

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

SKILL FEATS

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6TH

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10TH

12TH

14TH

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20TH

GENERAL FEATS

3RD

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19TH

CLASS FEATS AND ABILITIES

Attack of Opportunity
Shield Block

1ST

FEAT 1ST

FEAT 2ND

Bravery Gain expert Will. Successes on Will saves against fear are critical successes. Reduce frightened you gain by 1.

3RD

FEAT 4TH

Fighter Weapon Mastery Gain master simple and martial weapons of one group, expert advanced. Gain critical specialization with all master weapons.

5TH

FEAT 6TH

Battlefield Surveyor Gain master Perception. +2 circumstance bonus to Perception for initiative.

7TH

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

FEAT 8TH

Combat Flexibility Gain an extra 8th-level or lower fighter feat each day.

9TH

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.

FEAT 10TH

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

11TH

Fighter Expertise Gain expert class DC.

FEAT 12TH

Weapon Legend Gain master simple and martial weapons; expert advanced weapons. Gain legendary simple and martial weapons of one group, master advanced.

13TH

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

FEAT 14TH

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

15TH

Improved Flexibility Gain an extra 14th-level or lower fighter feat each day.

FEAT 16TH

Armor Mastery Gain master armor and unarmored defense.

17TH

FEAT 18TH

Versatile Legend Gain legendary simple and martial weapons; legendary unarmed; master advanced weapons; master class DC.

19TH

FEAT 20TH

BONUS FEATS

ACTIONS AND ACTIVITIES

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DESCRIPTION

FREE ACTIONS AND REACTIONS

Attack of Opportunity **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. **Effect** Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action.

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, possibly breaking or destroying the shield.

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	T	E	M	L	ITEM
10							

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield + HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
NOTES					

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON		STR	PROF	T	E	M	L	ITEM
DAMAGE		DICE	STR	B P S	W SPEC	OTHER	TRAITS	

RANGED STRIKES

WEAPON		DEX	PROF	T	E	M	L	ITEM
DAMAGE		DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS	

SPELL ATTACK

WIS PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	OTHER
T E M L	T E M L	T E M L	T E M L

SKILLS 4 + INT

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

LANGUAGES

ANCESTRY FEATS AND ABILITIES

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

SKILL FEATS

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10TH

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15TH

19TH

CLASS FEATS AND ABILITIES

Flurry of Blows

Powerful Fist Your fist deals 1d6 damage. You don't take the -2 penalty to make a lethal attack with your unarmed attacks. 1ST

FEAT 1ST

FEAT 2ND

Incredible Movement +10-foot status bonus to Speed while not wearing armor. 3RD

Mystic Strikes Unarmed attacks are magical.

FEAT 4TH

Alertness Gain expert Perception.

Expert Strikes Gain expert unarmed attacks and simple weapons. 5TH

FEAT 6TH

Incredible Movement +15 feet.

Path to Perfection Gain master one saving throw of your choice. Successes on those saves are critical successes.

Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7TH

FEAT 8TH

Metal Strikes Unarmed attacks treated as cold iron and silver.

Monk Expertise Gain expert class DC, plus spell attacks and spell DCs if you have ki spells. 9TH

FEAT 10TH

Incredible Movement +20 feet.

Second Path to Perfection Choose a second type of save for path to perfection. 11TH

FEAT 12TH

Graceful Mastery Gain master unarmored defense.

Master Strikes Gain master unarmed attacks and simple weapons. 13TH

FEAT 14TH

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

Incredible Movement +25 feet.

Third Path to Perfection Gain legendary in one save you choose with path to perfection or second path to perfection. Critical failures on those saves are failures, and you take half damage when you fail those saves. 15TH

FEAT 16TH

Adamantine Strikes Unarmed attacks treated as adamantine.

Graceful Legend Gain legendary unarmored defense and master class DC. Gain master spell attacks and spell DCs if you have ki spells. 17TH

FEAT 18TH

Perfected Form (fortune) On your first Strike of your turn, if you roll lower than 10, you can treat the roll as a 10. 19TH

FEAT 20TH

ACTIONS AND ACTIVITIES

Flurry of Blows ♦ (flourish) Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per round.

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DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

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DESCRIPTION			

FREE ACTIONS AND REACTIONS

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DESCRIPTION			

ANCESTRY FEATS AND ABILITIES

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HERITAGE 1ST

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SKILL FEATS

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19TH

HUNT PREY AND HUNTER'S EDGE

Hunt Prey ➡ (concentrate) Designate a single creature you can see or hear, or who you are tracking, as your prey. Against your prey, gain a +2 circumstance bonus to Perception checks to Seek and Survival checks to Track, and ignore the penalty for your second range increment with ranged attacks. You can have only one prey at a time.

HUNTER'S EDGE

☐ **Flurry** The multiple attack penalty against your prey is -3 (-2 with agile weapon) on your second attack and -6 (-4 with agile weapon) on your third or later attack. ☐ **Precision** The first time you hit your prey in a round, deal 1d8 precision damage (11th 2d8 damage, 19th 3d8 damage). ☐ **Outwit** Gain +2 circumstance bonus to Deception, Intimidation, Stealth, and Recall Knowledge against your prey and a +1 circumstance bonus to AC against their attacks.

CLASS FEATS AND ABILITIES

Hunt Prey
Hunter's Edge

1ST

FEAT 1ST

FEAT 2ND

Iron Will Gain expert Will.

3RD

FEAT 4TH

Ranger Weapon Expertise Gain expert simple, martial, and unarmed. Gain critical specialization with these against hunted prey.

Trackless Step Always Cover Tracks in natural terrain without moving at half Speed.

5TH

FEAT 6TH

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

Vigilant Senses Gain master Perception.

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

7TH

FEAT 8TH

Nature's Edge Enemies are flat-footed to you in natural difficult terrain, on natural uneven ground, or in difficult terrain resulting from a snare.

Ranger Expertise Gain expert class DC.

9TH

FEAT 10TH

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.

Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.

Wild Stride Ignore non-magical difficult terrain.

11TH

FEAT 12TH

Weapon Mastery Gain master simple, martial, and unarmed.

13TH

FEAT 14TH

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

Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to failures.

Take half damage when you fail a Reflex save against damage.

Incredible Senses Gain legendary Perception.

15TH

FEAT 16TH

Masterful Hunter Gain master class DC. When using a master ranged weapon, ignore second and third range increment penalty. If master Perception, +4 circumstance bonus to Seek or Track prey. Additional hunter's edge benefit.

17TH

FEAT 18TH

Second Skin Gain master light armor, medium armor, and unarmored defense. Rest in light or medium armor without being fatigued.

19TH

FEAT 20TH

BONUS FEATS

ACTIONS AND ACTIVITIES

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FREE ACTIONS AND REACTIONS

NAME

☐ FREE ACTION
☐ REACTION

TRAITS

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TRIGGER

DESCRIPTION

ANCESTRY FEATS AND ABILITIES

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

SKILL FEATS

BACKGROUND

1ST

11TH

2ND

12TH

3RD

13TH

4TH

14TH

5TH

15TH

6TH

16TH

7TH

17TH

8TH

18TH

9TH

19TH

10TH

20TH

GENERAL FEATS

3RD

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11TH

15TH

19TH

CLASS FEATS AND ABILITIES

Rogue's Racket

Sneak Attack Deal 1d6 precision damage to flat-footed creatures. Melee or thrown weapons must be agile or finesse to benefit. Increase the number of dice by one at 5th, 11th, and 17th levels.
Surprise Attack If you roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you.

1ST

FEAT 1ST

FEAT 2ND

Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.

3RD

FEAT 4TH

Weapon Tricks Gain expert simple weapons, rapier, sap, shortbow, shortsword, and unarmed. Gain critical specialization against flat-footed creatures when using agile or finesse simple weapons or the listed weapons.

5TH

FEAT 6TH

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

Vigilant Senses Gain master Perception.

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

7TH

FEAT 8TH

Debilitating Strike

Great Fortitude Gain expert Fortitude.

9TH

FEAT 10TH

Rogue Expertise Gain expert class DC.

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.

Incredible Senses Gain legendary Perception.

Light Armor Expertise Gain expert light armor and unarmored defense.

Master Tricks Gain master simple weapons, rapier, sap, shortbow, shortsword, and unarmed.

13TH

FEAT 14TH

Double Debilitation Apply two debilitations with Debilitating Strike.

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

15TH

FEAT 16TH

Slippery Mind Gain master Will. Successes on Will are critical successes.

17TH

FEAT 18TH

Light Armor Mastery Gain master light armor and unarmored defense.

Master Strike

19TH

FEAT 20TH

ACTIONS AND ACTIVITIES

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DESCRIPTION

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DESCRIPTION

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DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE
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DESCRIPTION

FREE ACTIONS AND REACTIONS

Debilitating Strike ♦ **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** Until the end of your next turn, the target either takes a -10-foot status penalty to its Speeds or is enfeebled 1. □ 9th

Master Strike ♦ **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** The target attempts a Fortitude save against your class DC, then is temporarily immune for 1 day; **Critical Success** Unaffected, **Success** Enfeebled 2 until the end of your next turn; **Failure** Paralyzed 4 rounds; **Critical Failure** Paralyzed 4 rounds, knocked unconscious 2 hours, or killed. □ 19th

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

SPELL DC

DC BASE = 10

CHA	PROF	T	E	M	L
-----	------	---	---	---	---

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED LIGHT MEDIUM HEAVY

T E M L T E M L T E M L T E M L

Shield +

HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L
NOTES					

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

6+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			

WEAPON			STR	PROF	T	E	M	L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC	OTHER	TRAITS			

RANGED STRIKES

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			

WEAPON			DEX	PROF	T	E	M	L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC	OTHER	TRAITS			

SPELL ATTACK

CHA PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	UNARMED	SPELL	OTHER
T E M L	T E M L	T E M L	T E M L	T E M L

SKILLS BLOODLINE SKILL AND 2 + INT

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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

ACTIONS AND ACTIVITIES

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DESCRIPTION			

CLASS FEATS AND ABILITIES

SPELLS

5 cantrips,
3 1st

Bloodline Determines tradition, bloodline skills, granted spells, bloodline spells, and blood magic.

Spell Repertoire You know two 1st-level spells and four cantrips, plus one of each from your bloodline. When you gain a new level of spells, gain your bloodline spell and choose any other spells you gain.

1ST

+1 1st

FEAT 2ND

3 2nd

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

3RD

+1 2nd

FEAT 4TH

3 3rd

Magical Fortitude Gain expert Fortitude.

5TH

+1 3rd

FEAT 6TH

3 4th

Expert Spellcaster Gain expert spell attack rolls and spell DC.

7TH

+1 4th

FEAT 8TH

3 5th

Lightning Reflexes Gain expert Reflex.

9TH

+1 5th

FEAT 10TH

3 6th

Alertness Gain expert Perception.

Simple Weapon Expertise Gain expert simple and unarmed.

11TH

+1 6th

FEAT 12TH

3 7th

Defensive Robes Gain expert unarmored defense.

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

13TH

+1 7th

FEAT 14TH

3 8th

Master Spellcaster Gain master spell attack rolls and spell DC.

15TH

+1 8th

FEAT 16TH

3 9th

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

17TH

+1 9th

FEAT 18TH

1 10th

Bloodline Paragon Gain a 10th-level spell slot.

Legendary Spellcaster Gain legendary spell attack rolls and spell DC.

19TH

FEAT 20TH

BLOODLINE

BLOODLINE	Tradition _____
BLOOD MAGIC	

FREE ACTIONS AND REACTIONS

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NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE
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

SPELL DC

DC BASE = 10

INT PROF T E M L

ARMOR CLASS

AC = 10

DEX CAP PROF T E M L ITEM

UNARMORED T E M L LIGHT T E M L MEDIUM T E M L HEAVY T E M L

Shield +

HARDNESS MAX HP BT CURRENT HP

SAVING THROWS

FORTITUDE		REFLEX		WILL	
CON	PROF	DEX	PROF	WIS	PROF
ITEM	T E M L	ITEM	T E M L	ITEM	T E M L

NOTES

HIT POINTS

MAX CURRENT TEMPORARY

DYING WOUNDED

6+ CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS PROF T E M L ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	STR	PROF	T E M L	ITEM
DAMAGE	DICE	STR	B P S	W SPEC OTHER TRAITS

RANGED STRIKES

WEAPON	DEX	PROF	T E M L	ITEM
DAMAGE	DICE	SPECIAL	B P S	W SPEC OTHER TRAITS

SPELL ATTACK

INT PROF T E M L

SPELL DAMAGE

WEAPON PROFICIENCIES

SIMPLE T E M L MARTIAL T E M L UNARMED T E M L SPELL T E M L OTHER T E M L

club, crossbow, dagger, heavy crossbow, staff

SKILLS ARCANA AND 2 + INT

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

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

GENERAL FEATS

3RD

7TH

11TH

15TH

19TH

CLASS FEATS AND ABILITIES

SPELLS
5 cantrips,
2 1st

Arcane Bond

Arcane School Gain an extra slot for each level you can cast, which can hold only a spell of your school. Gain school spells. **School** _____
☐ **Universalist Feat** _____

Arcane Spellcasting Spellbook contains 10 arcane cantrips and 5 1st-level arcane spells. When you level up, add 2 spells of any level you can cast.

Arcane Thesis _____ 1ST

+1 1st

FEAT 2ND

2 2nd

3RD

+1 2nd

FEAT 4TH

2 3rd

Lightning Reflexes Gain expert Reflex.

5TH

+1 3rd

FEAT 6TH

2 4th

Expert Spellcaster Gain expert proficiency in arcane spell attack rolls and spell DC.

7TH

+1 4th

FEAT 8TH

2 5th

Magical Fortitude Gain expert Fortitude.

9TH

+1 5th

FEAT 10TH

2 6th

Alertness Gain expert Perception.
Wizard Weapon Expertise Gain expert club, crossbow, dagger, heavy crossbow, and unarmed staff.

11TH

+1 6th

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 arcane 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

FEAT 18TH

1 10th

Archwizard's Spellcraft Gain a 10th-level spell slot.
Legendary Spellcaster Gain legendary arcane spell attack rolls and spell DC.

19TH

—

FEAT 20TH

ACTIONS AND ACTIVITIES

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NAME	ACTIONS	TRAITS	PAGE
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FREE ACTIONS AND REACTIONS

Drain Bonded Item ♦ **Frequency** once per day; **Requirements** You haven't acted yet on your turn. **Effect** This turn, you can cast one spell you prepared today and already cast, without spending a spell slot.

☐ **Universalist** You can use this once per day for each level.

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TRIGGER DESCRIPTION			

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

NAME	FREE ACTION REACTION	TRAITS	PAGE
TRIGGER DESCRIPTION			

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. Lose the dying condition and stabilize with 0 Hit Points. Don't gain 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^E

ARCANA (Int, Core 241) Recall Knowledge ➤ (Core 238)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (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^E

Trained Craft^D, Earn Income^D (Core 236), Identify Alchemy^E

DECEPTION (Cha, Core 245) Create a Diversion ➤, Impersonate^E, Lie

Trained Feint ➤

DIPLOMACY (Cha, Core 246) Gather Information^E, Make an Impression^E, Request ➤

INTIMIDATION (Cha, Core 247) Coerce^E, Demoralize ➤

LORE (Int, Core 247) Recall Knowledge ➤ (Core 238)

Trained Earn Income^D (Core 236)

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

Trained Treat Disease^D, Treat Poison ➤, Treat Wounds^E

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

Trained Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

OCCULTISM (Int, Core 249) Recall Knowledge ➤ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

PERFORMANCE (Cha, Core 250) Perform ➤

Trained Earn Income^D (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge ➤ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

SOCIETY (Int, Core 250) Recall Knowledge ➤ (Core 238), Subsist^D (Core 240)

Trained Create Forgery^D, Decipher Writing^E (Core 234)

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

SURVIVAL (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)

Trained Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object ➤, Steal ➤

Trained Disable a Device ➤➤, Pick a Lock ➤➤

CONDITIONS

BLINDED All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a -4 status penalty to Perception checks.

CLUMSY Status penalty to Dex-based checks and DCs equal to your clumsy value.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

DRAINED Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

ENFEEBLED Status penalty to Str-based rolls and DCs equal to your enfeebled value.

FATIGUED Take a -1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

FRIGHTENED Status penalty to all checks and DCs equal to your frightened

value. At the end of each of your turns, the value decreases by 1.

GRABBED You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

PERSISTENT DAMAGE Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check.

PRONE You're flat-footed with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

RESTRAINED You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

SICKENED Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

STUPEFIED Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

DEATH AND DYING

KNOCKED OUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

DYING You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

RECOVERY CHECKS At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

UNCONSCIOUS You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

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