

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 _____

DEXTERITY MODIFIER _____ SCORE _____
DEX _____

CONSTITUTION MODIFIER _____ SCORE _____
CON _____

INTELLIGENCE MODIFIER _____ SCORE _____
INT _____

WISDOM MODIFIER _____ SCORE _____
WIS _____

CHARISMA MODIFIER _____ SCORE _____
CHA _____

SPEED (FEET) _____ CLASS DC _____ 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 _____ 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

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

RANGED STRIKES

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

SPELLS

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

SPELL ROLL AND DC

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

SPELL SLOTS

CANTRIPS

1ST	2ND	3RD	4TH	5TH
6TH	7TH	8TH	9TH	10TH

SPONTANEOUS SPELLS REMAINING

1ST	2ND	3RD	4TH	5TH
6TH	7TH	8TH	9TH	10TH

SPONTANEOUS HEIGHTENING

CANTRIPS

PREP	HEIGHTENED	ACTIONS

[illegible][illegible]