

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 _____ **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 _____

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 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 _____

SKILLS

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 _____

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 AND ABILITIES	
	1st
	1st
	5th
	9th
	13th
	17th

CLASS FEATS AND FEATURES	
	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
	2nd
	4th
	6th
	8th
	10th
	12th
	14th
	16th
	18th
	20th

GENERAL FEATS	
	3rd
	7th
	11th
	15th
	19th

BONUS FEATS

COINS			
PP	GP	SP	CP

[illegible]

RESONANCE

MAX

 =

CHA

 +

LEVEL

INV

SPENT

SPELLS

[illegible][illegible]

SPELLS		
PREP		<div>HEIGHTENED</div> <div></div> <div>ACTIONS</div> <div></div> <div></div> <div></div>
PREP		<div>HEIGHTENED</div> <div></div> <div>ACTIONS</div> <div></div> <div></div> <div></div>
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PREP		<div>HEIGHTENED</div> <div></div> <div>ACTIONS</div> <div></div> <div></div> <div></div>

SPELL POINTS			
CURRENT	MAXIMUM	ABILITY	FEATS

POWERS		HEIGHTENED		ACTIONS	
COST					
COST					
COST					
COST					

[illegible]