PATHFINDER PLAYTEST CHARACTER SHEET Version 1.1

CHARACTER NAME

ANCESTRY   SIZE   BACKGROUND

LEVEL   EXPERIENCE POINTS (XP)

CLASS

ALIGNMENT   DEITY   AGE   GENDER

LANGUAGES

ABILITY SCORES

STR STRENGTH — MODIFIER — SCORE
INT INTELLIGENCE — MODIFIER — SCORE
DEX DEXTERITY — MODIFIER — SCORE
WIS WISDOM — MODIFIER — SCORE
CON CONSTITUTION — MODIFIER — SCORE
CHA CHARISMA — MODIFIER — SCORE

SPEED (FEET) | CLASS DC | HERO POINTS

CLASS DC: DC 10+ — LEVEL + KEY

HIT POINTS

MAX — CURRENT — TEMPORARY

SENSES

PERCEPTION — WIS — PROF — ITEM — T E M L

SAVING THROWS

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

ARMOR CLASS

AC — DC 10+ — DEX — PROF — ITEM — T E M L
TAC — DC 10+ — DEX — PROF — ITEM — T E M L

UNTRAINED = LEVEL –2   TRAINED = LEVEL   EXPERT = LEVEL +1
MASTER = LEVEL +2   LEGENDARY = LEVEL +3

WEAPON PROFICIENCIES

SIMPLE: T E M L
MARTIAL: T E M L
T E M L

ARMOR PROFICIENCIES

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	
=				T E M L ▶		+	B P S	
=				T E M L ▶		+	B P S	

RANGED STRIKES

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

SKILLS

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

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
_____	2nd
_____	4th
_____	6th
_____	8th
_____	10th
_____	12th
_____	14th
_____	16th
_____	18th
_____	20th

GENERAL FEATS

_____	3rd
_____	7th
_____	11th
_____	15th
_____	19th

BONUS FEATS

_____
_____
_____
_____
_____
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_____
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_____

COINS

PP	GP	SP	CP

EQUIPMENT

	BULK
_____	☐
_____	☐
_____	☐
_____	☐
_____	☐
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_____	☐
_____	☐

	ENC	STR		MAX	STR	TOTAL
BULK	◯ =	☐ +5		◯ =	☐ +10	☐

	MAX	CHA	LEVEL		INV	SPENT
RESONANCE	◯ =	☐ +	◯		☐	☐

SPELLS

CASTER TYPE

PREPARED ◯ ARCANE ◯ OCCULT ◯

SPONTANEOUS ◯ DIVINE ◯ PRIMAL ◯

SPELL ROLL AND DC

SPELL
ROLL
◉ _____

DC
[ ] 10+

ABILITY [ ] PROF [ ] ITEM [ ]

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
◯	_____	[ ]	[ ][ ][ ]
◯	_____	[ ]	[ ][ ][ ]
◯	_____	[ ]	[ ][ ][ ]
◯	_____	[ ]	[ ][ ][ ]
◯	_____	[ ]	[ ][ ][ ]
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SPELLS

PREP		HEIGHTENED	ACTIONS
◯	_____	[ ]	[ ][ ][ ]
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SPELLS

PREP		HEIGHTENED	ACTIONS
◯	_____	[ ]	[ ][ ][ ]
◯	_____	[ ]	[ ][ ][ ]
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◯	_____	[ ]	[ ][ ][ ]
◯	_____	[ ]	[ ][ ][ ]

SPELL POINTS

CURRENT	MAXIMUM	ABILITY	FEATS
[ ]	[ ]	[ ]	[ ]

POWERS

COST		HEIGHTENED	ACTIONS
[ ]	_____	[ ]	[ ][ ][ ]
[ ]	_____	[ ]	[ ][ ][ ]
[ ]	_____	[ ]	[ ][ ][ ]
[ ]	_____	[ ]	[ ][ ][ ]
[ ]	_____	[ ]	[ ][ ][ ]

NOTES

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