

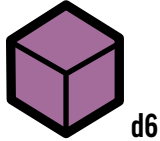
PATHFINDER

BEGINNER BOX

DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED

0

TRAINED

2 + level

EXPERT

4 + level

CHARACTER NAME

Character name input field

A ANCESTRY

HERITAGE
ANCESTRY ABILITY

B BACKGROUND

BACKGROUND ABILITY

D ABILITY MODIFIERS

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

E HIT POINTS

MAXIMUM CURRENT
NOTES

F SPEED

FEET
STRIDE \rightarrow (move)
Move up to your Speed

G SKILLS

ACROBATICS = DEX + PROF T E - ARMOR

ARCANA = INT + PROF T E

ATHLETICS = STR + PROF T E - ARMOR

CRAFTING = INT + PROF T E

DECEPTION = CHA + PROF T E

DIPLOMACY = CHA + PROF T E

INTIMIDATION = CHA + PROF T E

LORE = INT + PROF T E

MEDICINE = WIS + PROF T E

NATURE = WIS + PROF T E

OCCULTISM = INT + PROF T E

PERFORMANCE = CHA + PROF T E

RELIGION = WIS + PROF T E

SOCIETY = INT + PROF T E

STEALTH = DEX + PROF T E - ARMOR

SURVIVAL = WIS + PROF T E

THIEVERY = DEX + PROF T E - ARMOR

SKILL NOTES

PRONOUNS	ALIGNMENT	L LEVEL
PLAYER NAME		XP

C CLASS

CLASS ABILITIES (LEVEL 1)

(LEVEL 2)

(LEVEL 3)

H PERCEPTION

= WIS + PROF T E SENSES AND NOTES

I SAVING THROWS

FORTITUDE = CON + PROF T E

REFLEX = DEX + PROF T E

WILL = WIS + PROF T E

NOTES

J DEFENSES

ARMOR Unarmored Defense T E Light T E

PROFICIENCIES Medium T E Heavy T E

AC = 10 + DEX or DEX CAP + PROF T E + ITEM + OTHER

NOTES

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES Simple T E Martial T E Fist T E

Other Weapon Proficiencies T E

MELEE WEAPON = DEX/STR + PROF T E

DAMAGE + BLUDGEONING PIERCING SLASHING

DIE STR

TRAITS

MELEE WEAPON = DEX + PROF T E

DAMAGE + BLUDGEONING PIERCING SLASHING

DIE STR

TRAITS

RANGED WEAPON = DEX + PROF T E

DAMAGE + PIERCING FEET RANGE INC. RELOAD

DIE STR (thrown)

TRAITS AMMO

M N Equipment and Spells on Reverse Side

