

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
Calisthar Chauntelle

PLAYER NAME
Travis

EXPERIENCE POINTS (XP)

ANCESTRY AND HERITAGE
Catfolk (Hunting Catfolk)

BACKGROUND
Scholar (Arcana); School of Spells! :)

CLASS
Wizard

SIZE
Medium

ALIGNMENT
Neutral Good

TRAITS

DEITY
Not set

LEVEL

1

HERO POINTS



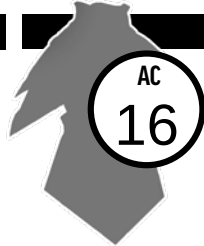
ABILITY SCORES

+0	STR MODIFIER	STRENGTH SCORE	10
+3	DEX MODIFIER	DEXTERITY SCORE	16
+1	CON MODIFIER	CONSTITUTION SCORE	12
+4	INT MODIFIER	INTELLIGENCE SCORE	18
-1	WIS MODIFIER	WISDOM SCORE	8
+2	CHA MODIFIER	CHARISMA SCORE	14

CLASS DC

17	DC BASE	KEY	PROF	T	E	M	L	ITEM
= 10		4	3	✓				

ARMOR CLASS



DC BASE	DEX	CAP	PROF	T	E	M	L	ITEM
= 10	3	OR	3	✓				0
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			
+4				+6				+4			
CON	PROF	ITEM	T E M L	DEX	PROF	ITEM	T E M L	WIS	PROF	ITEM	T E M L
1	3	0	✓	3	3	0	✓	-1	5	0	✓

NOTES

HIT POINTS

15	MAX	CURRENT	TEMPORARY
		DYING	WOUNDED
RESISTANCES AND IMMUNITIES			
CONDITIONS			

PERCEPTION

+2	WIS	PROF	T	E	M	L	ITEM
	-1	3	✓				0
SENSSES							
Low-Light Vision							

SPEED 25 FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON	DAMAGE	STR	PROF	T	E	M	L	ITEM
Kukri	1d6	0	3	3	✓			0

RANGED STRIKES

WEAPON	DAMAGE	DEX	PROF	T	E	M	L	ITEM

WEAPON PROFICIENCIES

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

SKILLS

SKILL	MOD	DEX	PROF	T	E	M	L	ITEM	ARMOR
ACROBATICS	+6	3	3	✓				0	-
ARCANA	+7	4	3	✓				0	
ATHLETICS	+0	0	0					0	-
CRAFTING	+4	4	0					0	
DECEPTION	+5	2	3	✓				0	
DIPLOMACY	+2	2	0					0	
INTIMIDATION	+2	2	0					0	
Academia LORE	+7	4	3	✓				0	
Architecture LORE									
MEDICINE	-1	-1	0					0	
NATURE	+2	-1	3	✓				0	
OCCULTISM	+7	4	3	✓				0	
PERFORMANCE	+2	2	0					0	
RELIGION	-1	-1	0					0	
SOCIETY	+7	4	3	✓				0	
STEALTH	+6	3	3	✓				0	-
SURVIVAL	+2	-1	3	✓				0	
THIEVERY	+3	3	0					0	-

LANGUAGES

Amurrun, Common, Draconic, Elven, Sylvan, Undercommon

Ancestry Feats and Abilities	
	SPECIAL 1 ST
Hunting Catfolk	HERITAGE 1 ST
Catfolk Weapon Familiarity	FEAT 1 ST
	FEAT 5 TH
	FEAT 9 TH
	FEAT 13 TH
	FEAT 17 TH

Skill Feats	
Assurance (Arcana)	BACKGROUND
	2 ND
	4 TH
	6 TH
	8 TH
	10 TH
	12 TH
	14 TH
	16 TH
	18 TH
	20 TH

General Feats	
	3 RD
	7 TH
	11 TH
	15 TH
	19 TH

Class Feats and Abilities	
Land on Your Feet	FEATURE 1 ST
Drain Bonded Item	FEATURE 1 ST
Hand of the Apprentice	FEAT 1 ST
	FEAT 2 ND
	FEATURE 3 RD
	FEAT 4 TH
	FEATURE 5 TH
	FEAT 6 TH
	FEATURE 7 TH
	FEAT 8 TH
	FEATURE 9 TH
	FEAT 10 TH
	FEATURE 11 TH
	FEAT 12 TH
	FEATURE 13 TH
	FEAT 14 TH
	FEATURE 15 TH
	FEAT 16 TH
	FEATURE 17 TH
	FEAT 18 TH
	FEATURE 19 TH
	FEAT 20 TH

Bonus Feats	

Inventory

Worn Items	Invest (Max 10)	Bulk
Unarmored Backpack		0.0

Readied Items	Bulk	Other Items	Bulk
		Bedroll	0.1
		Chalk (10)	0.0
		Flint and Steel	0.0
		Rope	0.1
		Rations (2)	0.2
		Torch (5)	0.5
		Waterskin	0.1
		Soap	0.0

Bulk

1.5

Encumbered

+5

BASE STR

=5 +0

+10

BASE STR

=10 +0

8

CP

0

SP

10

GP

0

PP

CHARACTER SKETCH

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE 26	GENDER & PRONOUNS Male	HT	WT
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APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

CAMPAIGN NOTES

NOTES

ALLIES

ENEMIES

ORGANIZATIONS

ACTIONS AND ACTIVITIES

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
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			

SPELL ATTACK ROLL

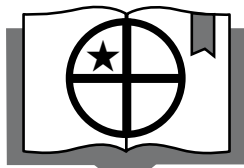
+7 = KEY 4 PROF 3 T E M L

SPELL DC

17 = DC BASE 10 KEY 4 PROF 3 T E M L

MAGIC TRADITIONS

ARCANE



OCCULT

PRIMAL

DIVINE

☒ PREPARED ☐ SPONTANEOUS

CANTRIPS

Detect Magic ☒ PREP
Sense whether magic is nearby. ☒ ACTIONS 2 ☐ M ☐ S ☐ V

Electric Arc ☒ PREP
Zap one or two creatures with lightning. ☒ ACTIONS 2 ☐ M ☐ S ☐ V

Light ☐ PREP
Make an object glow. ☐ ACTIONS 2 ☐ M ☐ S ☐ V

Message ☐ PREP
Speak a message to a distant creature, who can reply. ☐ ACTIONS 1 ☐ M ☐ S ☐ V

Prestidigitation ☒ PREP
Perform a minor magical trick. ☒ ACTIONS 2 ☐ M ☐ S ☐ V

Ray of Frost ☒ PREP
Damage a creature with cold. ☒ ACTIONS 2 ☐ M ☐ S ☐ V

Shield ☒ PREP
A shield of magical force blocks attacks and magic missiles. ☒ ACTIONS 1 ☐ M ☐ S ☐ V

INNATE SPELLS

	FREQ
	ACTIONS
	M S V
	FREQ
	ACTIONS
	M S V

FOCUS SPELLS

FOCUS POINTS CURRENT MAXIMUM 1

Hand of the Apprentice ☐ ACTIONS 1 ☐ M ☐ S ☐ V

☐ ACTIONS ☐ M ☐ S ☐ V

☐ ACTIONS ☐ M ☐ S ☐ V

☐ ACTIONS ☐ M ☐ S ☐ V

SPELL SLOTS PER DAY

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

SPONTANEOUS SPELL SLOTS REMAINING

SPELLS

1: Burning Hands ☒ PREP
A small cone of flame rushes from your hands. ☒ ACTIONS 2 ☐ M ☐ S ☐ V

1: Color Spray ☐ PREP
Swirling colors dazzle or stun creatures. ☐ ACTIONS 2 ☐ M ☐ S ☐ V

1: Hydraulic Push ☒ PREP
Damage and push a creature with a blast of water. ☒ ACTIONS 2 ☐ M ☐ S ☐ V

1: Jump ☐ PREP
Make an impressive leap. ☐ ACTIONS 1 ☐ M ☐ S ☐ V

1: Pest Form ☐ PREP
Turn into a nonthreatening animal. ☐ ACTIONS 2 ☐ M ☐ S ☐ V

☐ PREP
☐ ACTIONS ☐ M ☐ S ☐ V

☐ PREP
☐ ACTIONS ☐ M ☐ S ☐ V

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☐ PREP
☐ ACTIONS ☐ M ☐ S ☐ V