# Character Sheet

*for Pathfinder Second Edition (Remaster)*

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| CHARACTER NAME | CLASS | LEVEL | XP | HERO POINTS |
|---|---|---|---|---|
| | | | | ☐☐☐ max 3 |

| ANCESTRY | HERITAGE | BACKGROUND | SIZE, TRAITS |
|---|---|---|---|
| | | | |

## ATTRIBUTE MODIFIERS

tick "partial" for a half-step boost above +4

| STRENGTH | DEXTERITY | CONSTITUTION | INTELLIGENCE | WISDOM | CHARISMA |
|---|---|---|---|---|---|
| ☐ ☐ partial | ☐ ☐ partial | ☐ ☐ partial | ☐ ☐ partial | ☐ ☐ partial | ☐ ☐ partial |

## DEFENSES

**ARMOR CLASS**

☐ Dex/cap ☐ prof ☐ item

10 + Dex (up to cap) + prof + item

ARMOR ☐☐☐☐ T E M L

ARMOR WORN

**SHIELD**

NAME

☐ AC bonus ☐ Hardness ☐ Max HP ☐ BT

☐ current HP ☐ up

**SAVING THROWS**

| | | | T E M L |
|---|---|---|---|
| ☐ | **Fortitude** Con | ☐ item | ☐☐☐☐ |
| ☐ | **Reflex** Dex | ☐ item | ☐☐☐☐ |
| ☐ | **Will** Wis | ☐ item | ☐☐☐☐ |

**PERCEPTION**

☐ T E M L ☐☐☐☐ Wis + prof + item

SENSES

| MAX HP | CURRENT HP | TEMP HP | DYING | WOUNDED | DOOMED | SPEED | CLASS DC |
|---|---|---|---|---|---|---|---|
| | | | ☐ ☐ ☐ ☐ 1 2 3 4 dead at 4 (less with doomed) | | | | ☐ T E M L ☐☐☐☐ |

## SKILLS

total = attribute + proficiency + item - armor penalty

| | | total | attr | prof | item | armor | T E M L |
|---|---|---|---|---|---|---|---|
| Acrobatics | Dex | ☐ | ☐ | ☐ | ☐ | ☐ | ☐☐☐☐ |
| Arcana | Int | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Athletics | Str | ☐ | ☐ | ☐ | ☐ | ☐ | ☐☐☐☐ |
| Crafting | Int | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Deception | Cha | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Diplomacy | Cha | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Intimidation | Cha | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Lore _____ | Int | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Lore _____ | Int | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |

| | | total | attr | prof | item | armor | T E M L |
|---|---|---|---|---|---|---|---|
| Medicine | Wis | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Nature | Wis | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Occultism | Int | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Performance | Cha | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Religion | Wis | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Society | Int | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Stealth | Dex | ☐ | ☐ | ☐ | ☐ | ☐ | ☐☐☐☐ |
| Survival | Wis | ☐ | ☐ | ☐ | ☐ | | ☐☐☐☐ |
| Thievery | Dex | ☐ | ☐ | ☐ | ☐ | ☐ | ☐☐☐☐ |

## STRIKES

second attack -5 (agile -4), third -10 (agile -8)

| WEAPON | TO HIT | 2ND / 3RD | DAMAGE | TYPE | TRAITS | PROF |
|---|---|---|---|---|---|---|
| | | | | | | ☐☐☐☐ |
| | | | | | | ☐☐☐☐ |
| | | | | | | ☐☐☐☐ |
| | | | | | | ☐☐☐☐ |

## WEAPON & ARMOR PROFICIENCY

T E M L

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Unarmed | ☐☐☐☐ | Simple | ☐☐☐☐ | Martial | ☐☐☐☐ | Advanced | ☐☐☐☐ |
| Unarmored | ☐☐☐☐ | Light | ☐☐☐☐ | Medium | ☐☐☐☐ | Heavy | ☐☐☐☐ |

| LANGUAGES | RESISTANCES, WEAKNESSES, IMMUNITIES | CONDITIONS & NOTES |
|---|---|---|
| | | |

# Character Sheet

*for Pathfinder Second Edition (Remaster)*



*Page 2: features, feats & gear*

**CHARACTER NAME**

## ANCESTRY & HERITAGE FEATURES

## CLASS FEATURES

## INVENTORY

L = light

| ITEM | BULK | INV. |
|---|---|---|
| | | ☐ |
| | | ☐ |
| | | ☐ |
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| | | ☐ |

| TOTAL BULK | ENCUMBERED AT | MAXIMUM |
|---|---|---|
| | | |

Encumbered past 5 + Str; you cannot carry more than 10 + Str.

## COINS

| CP | SP | GP | PP |
|---|---|---|---|
| | | | |

## FEATS & BOOSTS BY LEVEL

most classes

| | |
|---|---|
| 1 | ancestry, class, background skill |
| 2 | class, skill |
| 3 | general, skill increase |
| 4 | class, skill |
| 5 | ancestry, 4 boosts, skill increase |
| 6 | class, skill |
| 7 | general, skill increase |
| 8 | class, skill |
| 9 | ancestry, skill increase |
| 10 | class, skill, 4 boosts |
| 11 | general, skill increase |
| 12 | class, skill |
| 13 | ancestry, skill increase |
| 14 | class, skill |
| 15 | general, 4 boosts, skill increase |
| 16 | class, skill |
| 17 | ancestry, skill increase |
| 18 | class, skill |
| 19 | general, skill increase |
| 20 | class, skill, 4 boosts |

## BACKGROUND, PERSONALITY & NOTES

**Pathfinder Second Edition (Remaster) compatible**

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# Character Sheet *for Pathfinder Second Edition (Remaster)*

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*Page 3: spellcasting*

CHARACTER NAME

| TRADITION | CASTING | ATTRIBUTE | SPELL ATTACK | SPELL DC |
|---|---|---|---|---|
| | ☐ Prepared ☐ Spontaneous | | T E M L ☐☐☐☐ | T E M L ☐☐☐☐ |

## SPELL SLOTS PER RANK

write the total, tick a box for each slot you cast

| | | | | |
|---|---|---|---|---|
| Rank 1 ☐☐☐☐ | Rank 2 ☐☐☐☐ | Rank 3 ☐☐☐☐ | Rank 4 ☐☐☐☐ | Rank 5 ☐☐☐☐ |
| Rank 6 ☐☐☐☐ | Rank 7 ☐☐☐☐ | Rank 8 ☐☐☐☐ | Rank 9 ☐☐☐☐ | Rank 10 ☐ |

## CANTRIPS

heighten to half your level, rounded up

## FOCUS SPELLS

FOCUS POINTS ☐ ☐ ☐ max 3; Refocus regains 1

## SPELLS

repertoire, or what you prepared today

| RANK | SPELL | ACTIONS | RANGE / AREA | DEFENSE | NOTES |
|---|---|---|---|---|---|
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