**PATHFINDER 2e REMASTER**

**Character Sheet**

# **CHARACTER IDENTITY**

|  |  |
| --- | --- |
| Character Name: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | Player Name: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| Ancestry: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | Heritage: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| Background: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | Class: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| Level: **\_\_\_\_** | Experience Points: **\_\_\_\_** |
| Deity: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | Alignment: **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |

# **ABILITY SCORES**

|  |  |  |
| --- | --- | --- |
| **ABILITY** | **SCORE** | **MODIFIER** |
| **STR** | **10** | **+0** |
| **DEX** | **10** | **+0** |
| **CON** | **10** | **+0** |
| **INT** | **10** | **+0** |
| **WIS** | **10** | **+0** |
| **CHA** | **10** | **+0** |

# **CORE STATISTICS**

|  |  |
| --- | --- |
| Hit Points (Max): **\_\_\_\_** | Armor Class (AC): **\_\_\_\_** |
| Hit Points (Current): **\_\_\_\_** | Class DC: **\_\_\_\_** |
| Perception: **\_\_\_\_** | Speed: **\_\_\_\_** |

# **SAVING THROWS**

|  |  |  |
| --- | --- | --- |
| **SAVE** | **MODIFIER** | **RANK** |
| **Fortitude** | **\_\_\_\_** | **\_\_\_\_** |
| **Reflex** | **\_\_\_\_** | **\_\_\_\_** |
| **Will** | **\_\_\_\_** | **\_\_\_\_** |

# **SKILLS**

|  |  |  |  |
| --- | --- | --- | --- |
| **SKILL** | **ABILITY** | **MODIFIER** | **RANK** |
| **Acrobatics** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Arcana** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Athletics** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Crafting** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Deception** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Diplomacy** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Intimidation** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Medicine** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Nature** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Occultism** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Performance** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Religion** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Society** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Stealth** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Survival** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **Thievery** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |

# **FEATS & FEATURES**

|  |  |  |
| --- | --- | --- |
| **FEAT/FEATURE NAME** | **LEVEL** | **SOURCE** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |

# **EQUIPMENT**

**WEALTH**

|  |  |  |  |
| --- | --- | --- | --- |
| **PP** | **GP** | **SP** | **CP** |
| **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM** | **QTY** | **BULK** | **INVESTED** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |

# **COMBAT**

|  |  |  |  |
| --- | --- | --- | --- |
| **WEAPON** | **ATTACK** | **DAMAGE** | **TRAITS** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** | **\_\_\_\_** |

|  |
| --- |
| **RESISTANCES** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| **WEAKNESSES** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |
| **IMMUNITIES** |
| **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** |

# **CHARACTER NOTES**

**Appearance**

**Personality**

**Backstory**

**Allies & Organizations**

**Campaign Notes**