

PATHFINDER[®] 2

Justin's Character Sheet Remastered {v7}

Character Name

Level

XP

Ancestry	Heritage
Background	Homeland
Class	Subclass
Deity	
Languages	

Attributes

Mod		Creation	Advancement
<input type="text"/>	Strength	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Dexterity	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Constitution	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Intelligence	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Wisdom	(A) (B) (C) (1)	(5) (10) (15) (20)
<input type="text"/>	Charisma	(A) (B) (C) (1)	(5) (10) (15) (20)

- Attribute boost +1
- Partial boost
- Attribute Flaw -1
- Action
- 2 Actions
- 3 Actions
- Free Action
- Reaction
- 0 Untrained
- 1 Trained
- 2 Expert
- 3 Master
- 4 Legendary
- 0 = 0
- 2 = 2 + Lvl
- 4 = 4 + Lvl
- 6 = 6 + Lvl
- 8 = 8 + Lvl

Skills

<input type="text"/>	Acrobatics	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex-♥	
<input type="text"/>	Arcana	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int	
<input type="text"/>	Athletics	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Str-♥	
<input type="text"/>	Crafting	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int	
<input type="text"/>	Deception	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha	
<input type="text"/>	Diplomacy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha	
<input type="text"/>	Intimidation	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha	
<input type="text"/>	Medicine	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis	
<input type="text"/>	Nature	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis	
<input type="text"/>	Occultism	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int	
<input type="text"/>	Performance	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Cha	
<input type="text"/>	Religion	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis	
<input type="text"/>	Society	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int	
<input type="text"/>	Stealth	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex-♥	
<input type="text"/>	Survival	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis	
<input type="text"/>	Thievery	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex-♥	
<input type="text"/>	Lore	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int	
<input type="text"/>	Lore	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Int	

Status

HP ♥ <input type="text"/>	Max HP <input type="text"/>	Conditions
Focus Points <input type="text"/> <input type="text"/> <input type="text"/>	Hero Points <input type="text"/> <input type="text"/> <input type="text"/>	

Reminders

Defenses

<input type="text"/>	AC	
<input type="text"/>	Fortitude	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Con
<input type="text"/>	Reflex	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Dex
<input type="text"/>	Will	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis

Shield +AC Hard HP BT

Resistances, etc

Other Stats

<input type="text"/>	Perception	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Wis
<input type="text"/>	Class DC	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +Key+10
<input type="text"/>	Speed	
<input type="text"/>	Size	

Weapons

Unarmed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Unarmored	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Simple	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Light	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Martial	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Medium	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Heavy	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Armor

Strikes

Weapon <input type="text"/>	Accuracy <input type="text"/> / <input type="text"/> / <input type="text"/>	Damage <input type="text"/>	Crit <input type="text"/>	Notes <input type="text"/>
Weapon <input type="text"/>	Accuracy <input type="text"/> / <input type="text"/> / <input type="text"/>	Damage <input type="text"/>	Crit <input type="text"/>	Notes <input type="text"/>
Weapon <input type="text"/>	Accuracy <input type="text"/> / <input type="text"/> / <input type="text"/>	Damage <input type="text"/>	Crit <input type="text"/>	Notes <input type="text"/>

FEATS & FEATURES

* On even levels, choose **either** a class feat or an archetype feat. Only fill both if your group is using the Free Archetype variant rule.

Lvl	Type	Name	Summary
1	Bg Skill Feat		
	Ancestry Feats & Abilities		
	Class Feats & Features		
2	Skill Feat		
	Class Feat		
	Archetype Feat*		
3	General Feat		
	Feature		
4	Skill Feat		
	Class Feat		
	Archetype Feat*		
5	Ancestry Feat		
	Class Feature		
6	Skill Feat		
	Class Feat		
	Archetype Feat*		
7	General Feat		
	Class Feature		
8	Skill Feat		
	Class Feat		
	Archetype Feat*		
9	Ancestry Feat		
	Class Feature		
10	Skill Feat		
	Class Feat		
	Archetype Feat*		

HIGH LEVEL FEATS & FEATURES

Lvl	Type	Name	Summary
11	General Feat		
	Class Feature		
12	Skill Feat		
	Class Feat		
	Archetype Feat*		
13	Ancestry		
	Class Feature		
14	Skill Feat		
	Class Feat		
	Archetype Feat*		
15	General Feat		
	Class Feature		
16	Skill Feat		
	Class Feat		
	Archetype Feat*		
17	Ancestry Feat		
	Class Feature		
18	Skill Feat		
	Class Feat		
	Archetype Feat*		
19	General Feat		
	Class Feature		
20	Skill Feat		
	Class Feat		
	Archetype Feat*		

