Never When

Pathfinder 2nd Edition Compatible

PROFICIENCY	ACTIONS
Untrained +0	◆ Single Action
Trained 2 + Level	◆◆ Two Actions
Expert 4 + Level	◆◆◆ Three Actions
Master 6 + Level	◇ Free Action
Legendary 8 + Level	↻ Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS

CLASS

ANCESTRY

HERITAGE

BACKGROUND

TRAITS

LEVEL

HERO POINTS

HOME REALM POWER LEVELS

FL	ML	PL	S-	S+	TL

SIZE **ALIGNMENT**

HOME REALM

ABILITY SCORES

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

CLASS DC

= DC BASE 10 | KEY | PROF | T E M L | MISC

PERCEPTION

	WIS	PROF	T E M L	MISC

SENSES

ARMOR CLASS

ARMOR CLASS	=	DC BASE 10	DEX	or	CAP	PROF	T E M L	MISC

RESISTANCES

UNARMORED	LIGHT	MEDIUM	HEAVY
T E M L	T E M L	T E M L	T E M L

LIGHT POWERED	MEDIUM POWERED	HEAVY POWERED
T E M L	T E M L	T E M L

SHIELD + | HARDNESS | MAX HP / BT | CURRENT HP
/

SAVING THROWS

FORTITUDE	REFLEX	WILL
CON PROF	DEX PROF	WIS PROF
MISC T E M L	MISC T E M L	MISC T E M L

HIT POINTS

MAX

CURRENT **TEMPORARY**

DYING **WOUNDED**

RESISTANCES AND IMMUNITIES

CONDITIONS

WOUND POINTS

MAX

0	75%	50%	25%
-0	-2	-4	-6

Percentage of Remaining Wound Points
Penalty to all checks

SPEED

FEET MOVEMENT TYPE & NOTES

WEAPON PROFICIENCIES

SIMPLE	MARTIAL	ENERGY MELEE	HEAVY	SMALL ARMS
T E M L	T E M L	T E M L	T E M L	T E M L

OTHER	OTHER
T E M L	T E M L

MELEE STRIKES

WEAPON | = | STR | PROF | T E M L | MISC

DAMAGE DICE	STR	DAMAGE TYPE	W. SPEC	OTHER & TRAITS

WEAPON | = | STR | PROF | T E M L | MISC

DAMAGE DICE	STR	DAMAGE TYPE	W. SPEC	OTHER & TRAITS

RANGED STRIKES

WEAPON | = | DEX | PROF | T E M L | MISC

DAMAGE DICE	SPECIAL	DAMAGE TYPE	W. SPEC	OTHER & TRAITS

WEAPON | = | DEX | PROF | T E M L | MISC

DAMAGE DICE	SPECIAL	DAMAGE TYPE	W. SPEC	OTHER & TRAITS

WEAPON | = | DEX | PROF | T E M L | MISC

DAMAGE DICE	SPECIAL	DAMAGE TYPE	W. SPEC	OTHER & TRAITS

LANGUAGES

EDGES

HINDRANCES

SKILLS

Skill			Key	PROF	T E M L	MISC	ARMOR
ACROBATICS		=	DEX	PROF	T E M L	MISC	ARMOR
ARCANA		=	INT	PROF	T E M L	MISC	
ATHLETICS		=	STR	PROF	T E M L	MISC	ARMOR
CRAFTING		=	INT	PROF	T E M L	MISC	
CRAFTING TECHNOLOGY		=	INT	PROF	T E M L	MISC	
DECEPTION		=	CHA	PROF	T E M L	MISC	
DEMOLITIONS		=	DEX	PROF	T E M L	MISC	ARMOR
DIPLOMACY		=	CHA	PROF	T E M L	MISC	
INTIMIDATION		=	CHA	PROF	T E M L	MISC	
LORE		=	INT	PROF	T E M L	MISC	
LORE		=	INT	PROF	T E M L	MISC	
MEDICINE		=	WIS	PROF	T E M L	MISC	
NATURE		=	WIS	PROF	T E M L	MISC	
OCCULTISM		=	INT	PROF	T E M L	MISC	
PERFORMANCE		=	CHA	PROF	T E M L	MISC	
PILOT		=	DEX	PROF	T E M L	MISC	ARMOR
RELIGION		=	WIS	PROF	T E M L	MISC	
SOCIETY		=	INT	PROF	T E M L	MISC	
STEALTH		=	DEX	PROF	T E M L	MISC	ARMOR
SURVIVAL		=	WIS	PROF	T E M L	MISC	
TECHNOLOGY		=	INT	PROF	T E M L	MISC	
THIEVERY		=	DEX	PROF	T E M L	MISC	ARMOR

ANCESTRY FEATS AND ABILITIES

SKILL FEATS

GENERAL FEATS

CLASS FEATS AND ABILITIES

BONUS ABILITIES AND FEATS

INVENTORY

WORN ITEMS	INVEST (MAX 10)	BULK

READIED ITEMS	BULK	OTHER ITEMS	BULK

CYBERNETICS

FRAME TYPE

CYBER CAPACITY [ ] = [ ] X [ ]
Maximum — Base — Frame

CYBER TOLERANCE [ ] = [ ] X [ ]
Maximum — Base — Frame

CURRENT CYBER CAPACITY
CURRENT CYBER TOLERANCE

CYBERNETIC ENHANCEMENTS

EHANCEMENT	CAP.	TOL.

WEALTH

CRED-CHIP/CREDIT STICKS

CRED-CHIP [ ] Cr.

	Color	Value
CRED STICK		
CRED STICK		
CRED STICK		
CRED STICK		

COINS

PP	GP	SP	CP	CREDITS

OTHER WEALTH

ENCUMBRANCE

BULK CARRIED				
	[ ] =	**BASE** 5	**STR** [ ]	
	[ ] =	**MAXIMUM** **BASE** 10	**STR** [ ]	

SPELL ATTACK ROLL								SPELL SLOTS PER DAY										
		=	KEY	PROF		T	E M L												
									1	2	3	4	5	6	7	8	9		10

SPELL DC

		=	DC BASE 10	KEY	PROF	T E M L

CANTRIP LEVEL

SPONTANEOUS SPELL SLOTS REMAINING

CASTER TYPE

PREPARED ☐	ARCANE ☐	OCCULT ☐	TECHNO ☐
SPONTANEOUS ☐	DIVINE ☐	PRIMAL ☐	TD MAGE ☐

SPELLS

CANTRIPS

PREP		M S V
PREP		M S V
PREP		M S V
PREP		M S V
PREP		M S V
PREP		M S V
PREP		M S V
PREP		M S V

INNATE SPELLS

FREQ		M S V
FREQ		M S V

FOCUS SPELLS

FOCUS POINTS	CURRENT	MAXIMUM

		M S V
		M S V
		M S V
		M S V

MUTATIONS

COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS
COST		ACTIONS

SPELLS (right columns)

PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V
PREP	M S V	PREP	M S V

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT

APPEARANCE

PERSONALITY

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

NOTES	MELEE STRIKES

MELEE STRIKES

WEAPON		=	STR	PROF	T	E	M	L	MISC
DAMAGE DICE	STR	DAMAGE TYPE	W. SPEC	OTHER & TRAITS					

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DAMAGE DICE	STR	DAMAGE TYPE	W. SPEC	OTHER & TRAITS					

WEAPON		=	STR	PROF	T	E	M	L	MISC
DAMAGE DICE	STR	DAMAGE TYPE	W. SPEC	OTHER & TRAITS					

RANGED STRIKES

WEAPON		=	DEX	PROF	T	E	M	L	MISC
DAMAGE DICE	SPECIAL	DAMAGE TYPE	W. SPEC	OTHER & TRAITS					

WEAPON		=	DEX	PROF	T	E	M	L	MISC
DAMAGE DICE	SPECIAL	DAMAGE TYPE	W. SPEC	OTHER & TRAITS					

WEAPON		=	DEX	PROF	T	E	M	L	MISC
DAMAGE DICE	SPECIAL	DAMAGE TYPE	W. SPEC	OTHER & TRAITS					

WEAPON		=	DEX	PROF	T	E	M	L	MISC
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