

CHARACTER CREATION WORKSHEET

CHARACTER CREATION STEPS

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This document is designed to assist you in creating a new character. It should be used in conjunction with a blank character sheet and the Pathfinder 2nd Edition Core Rulebook.

Step 1: Create a Concept (chapter 1, page 21)

Step 2: Start Building Ability Scores

Step 3: Select an Ancestry (Chapter 2, page 33)

Step 4: Pick a Background (Chapter 2, page 60)

Step 5: Choose a Class (Chapter 3, page 71)

Step 6: Determine Ability Scores

(Ancestry, Background, Class and free)

Step 7: Recording Class Details

Step 8: Buy Equipment (150sp, Chapter 6)

Step 9: Calculate Modifiers

Perception, Saving throws, Melee Strikes & Ranged Strikes, and Skills

Step 10: Finishing Details

Alignment, Deity, Age, Gender and Pronoun, Class DC, Hero Points, Armor Class[AC] and Bulk

ANCESTRY

Chapter 2, page 33

Ancestry _____

Ability Boosts _____

Ability Flaw _____

Heritage _____

Hit Points _____ Size _____ Speed _____

Languages _____

Ancestry/Heritage Traits _____

Ancestry Feat _____

BACKGROUND

Chapter 2, page 60

Background _____

Ability Boosts _____

Skills _____

Feat _____

CLASS

Chapter 3, page 67

Class _____

Key Ability _____ Hit Points _____

INITIAL PROFICIENCIES

Perception Trained Expert

Saving Throws

Fortitude (Constitution) Trained Expert

Reflex (Dexterity) Trained Expert

Will (Wisdom) Trained Expert

Class DC _____

Class Feat _____

Class Options _____

SKILLS

Acrobatics Dexterity Trained Expert

Arcana Intelligence Trained Expert

Athletics Strength Trained Expert

Crafting Intelligence Trained Expert

Deception Charisma Trained Expert

Diplomacy Charisma Trained Expert

Intimidation Charisma Trained Expert

Lore Intelligence Trained Expert

Medicine Wisdom Trained Expert

Nature Wisdom Trained Expert

Occultism Intelligence Trained Expert

Performance Charisma Trained Expert

Religion Wisdom Trained Expert

Society Intelligence Trained Expert

Stealth Dexterity Trained Expert

Survival Wisdom Trained Expert

Thievery Dexterity Trained Expert

OTHER PROFICIENCIES



ABILITY SCORE WORKSHEET

	BASE	ANCESTRY	BACKGROUND	CLASS	FREE	TOTAL
STRENGTH	10					
DEXTERITY	10					
CONSTITUTION	10					
INTELLIGENCE	10					
WISDOM	10					
CHARISMA	10					

Ability Boosts = +2

Ability Flaws = - 2

At first level a character can not have any ability score higher than 18.

When you get multiple boosts at the same time you must apply each one to a different ability score.

For example, Halflings get a boost to their Dexterity and Wisdom, the free boost can be applied to Strength, Constitution, Intelligence or Charisma, not Dexterity or Wisdom.

Optional: Voluntary Flaws You can choose to take two additional ability flaws from your ANCESTRY when applying the ability boosts and flaws. This will let you apply one free ability boost. These flaws can be applied to any ability you like unless it already has a flaw applied. You cannot apply these flaws to the same ability score unless they are applied to a score that already has a boost, likewise you cannot apply 2 boosts to an ability unless it already has a flaw applied. Refer to the sidebar on page 26 of the CRB for more details.

ANCESTRIES

DWARF	Ability Boosts: Constitution, Wisdom, Free Ability Flaw: Charisma
ELF	Ability Boosts: Dexterity, Intelligence, Free Ability Flaw: Constitution
GNOME	Ability Boosts: Constitution, Charisma, Free Ability Flaw: Strength
GOBLIN	Ability Boosts: Dexterity, Charisma, Free Ability Flaw: Wisdom
HALFLING	Ability Boosts: Dexterity, Wisdom, Free Ability Flaw: Strength
HUMAN	Ability Boosts: Two Free

CLASSES

Classes gain a boost to their key ability score. Classes also have secondary ability scores but those do not gain a boost.

Alchemist	Primary Ability: Intelligence Secondary Abilities: Constitution, Dexterity
Barbarian	Primary Ability: Strength Secondary Abilities: Constitution, Dexterity
Bard	Primary Ability: Charisma Secondary Abilities: Constitution, Dexterity
Champion	Primary Ability: Strength or Dexterity Secondary Abilities: Charisma, Constitution
Cleric	Primary Ability: Wisdom Secondary Abilities: Charisma, Constitution
Druid	Primary Ability: Wisdom Secondary Abilities: Constitution, Dexterity
Fighter	Primary Ability: Dexterity or Strength Secondary Abilities: Constitution
Monk	Primary Ability: Dexterity or Strength Secondary Abilities: Constitution, Wisdom
Ranger	Primary Ability: Dexterity or Strength Secondary Abilities: Constitution, Wisdom
Rogue	Primary Ability: Dexterity or other Secondary Abilities: Charisma, Constitution
Sorcerer	Primary Ability: Charisma Secondary Abilities: Dexterity, Constitution
Wizard	Primary Ability: Intelligence Secondary Abilities: Dexterity, Constitution

BACKGROUNDS

All backgrounds provide two ability boosts; the first a choice of abilities, the other a free boost. Below are the ability choices for each background.

Acolyte	Intelligence or Wisdom
Acrobat	Strength or Dexterity
Animal Whisperer	Wisdom or Charisma
Artisan	Strength or Intelligence
Artist	Dexterity or Charisma
Barkeep	Constitution or Charisma
Barrister	Intelligence or Charisma
Bounty Hunter	Strength or Wisdom
Charlatan	Intelligence or Charisma
Criminal	Dexterity or Intelligence
Detective	Intelligence or Wisdom
Emissary	Intelligence or Charisma
Entertainer	Dexterity or Charisma
Farmhand	Constitution or Wisdom
Field Medic	Constitution or Wisdom
Fortune Teller	Intelligence or Charisma
Gambler	Dexterity or Charisma
Gladiator	Strength or Charisma
Guard	Strength or Charisma
Herbalist	Constitution or Wisdom
Hermit	Constitution or Intelligence
Hunter	Dexterity or Wisdom
Laborer	Strength or Constitution
Martial Disciple	Strength or Dexterity
Merchant	Intelligence or Charisma
Miner	Strength or Wisdom
Noble	Intelligence or Charisma
Nomad	Constitution or Wisdom
Prisoner	Strength or Constitution
Sailor	Strength or Constitution
Scholar	Intelligence or Wisdom
Scout	Dexterity or Wisdom
Street Urchin	Dexterity or Constitution
Tinker	Dexterity or Intelligence
Warrior	Strength or Constitution

FREE

Apply four more ability free boosts to your character's ability scores, choosing a different ability score for each.

