

# Redshirt

## A Sci-Fi Pathfinder Expansion Character Sheet

Character Name \_\_\_\_\_ Alignment \_\_\_\_\_ Player \_\_\_\_\_

Class / Level \_\_\_\_\_ Religion \_\_\_\_\_ Home Planet \_\_\_\_\_

Age \_\_\_\_\_ Gender \_\_\_\_\_ Weight \_\_\_\_\_ Height \_\_\_\_\_ Size \_\_\_\_\_ Race \_\_\_\_\_

Abilities	Total	Mod	Base	Racial	Enhance	Misc
STR						
DEX						
CON						
INT						
WIS						
CHA						

Total Health \_\_\_\_\_

Current Health \_\_\_\_\_

Other Damage \_\_\_\_\_

Movement					
Base Speed	With Armour	Fly	Swim	Climb	Burrow
Modifiers					

Offense & Defense									
Armour Class	Total	Armour	Shield	Dex	Dodge	Size	Natural	Deflection	Misc
AC		= 10 +							
Flatfoot		= 10 +							
Touch		= 10 +							
Max Dex		Armour Penalty		DR					

BAB		Init		Conditional Modifiers	
Total	DEX	Misc			
Combat Maneuvers					
Total	BAB	Size	Misc	STR	DEX
CMD					+10
CMB					
Saving Throws					
Total	Base	Ability	Morale	Misc	
Fort					
Ref					
Will					

Weapon	Attack	Damage	Crit	Type	Range	Ammo/notes

Skills						Armour Penalty
Class	* = Penalty applies	Total	Ranks	Ability	Class	Misc
<input type="checkbox"/> Acrobatics	* Dex					
<input type="checkbox"/> Appraise	Int					
<input type="checkbox"/> Athletics	* Str					
<input type="checkbox"/> Bluff	Cha					
<input type="checkbox"/> Diplomacy	Cha					
<input type="checkbox"/> Disable Device	* Dex					
<input type="checkbox"/> Disguise	Cha					
<input type="checkbox"/> Drive	* Dex					
<input type="checkbox"/> Escape Artist	* Dex					
<input type="checkbox"/> Fly	* Dex					
<input type="checkbox"/> Heal	Wis					
<input type="checkbox"/> Intimidate	Cha					
<input type="checkbox"/> Kn (Architecture)	Int					
<input type="checkbox"/> Kn (Explosives)	Int					
<input type="checkbox"/> Kn (Electronics)	Int					
<input type="checkbox"/> Kn (Weapons)	Int					
<input type="checkbox"/> Kn (Engines)	Int					
<input type="checkbox"/> Kn (History)	Int					
<input type="checkbox"/> Kn (Local)	Int					
<input type="checkbox"/> Kn (Medicine)	Int					
<input type="checkbox"/> Kn (Nature)	Int					
<input type="checkbox"/> Kn (Warfare)	Int					
<input type="checkbox"/> Linguistics	Int					
<input type="checkbox"/> Perception	Wis					
<input type="checkbox"/> Profession	Wis					
<input type="checkbox"/> Sense Motive	Wis					
<input type="checkbox"/> Sleight of Hand	* Dex					
<input type="checkbox"/> Stealth	* Dex					
<input type="checkbox"/> Survival	Wis					
<input type="checkbox"/> Pilot	* Dex					
<input type="checkbox"/> Repair	* Int					
<input type="checkbox"/> Ride	* Dex					
<input type="checkbox"/> Use Alien Device	Int					
<input type="checkbox"/> Use Computers	Int					
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

Wealth \_\_\_\_\_

Experience \_\_\_\_\_

Languages \_\_\_\_\_

Notes \_\_\_\_\_

