

PATHFINDER NUMBER

FACTION

PLAYER

CHARACTER NAME

CHARACTER CLASS

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

RACE

TEMPLATE

ALIGNMENT

FAME

HOME LAND

LEVEL

SKIN

HAIR

DEITY

CHARACTER PORTRAIT / HERALDRY

SPACEBALLS

THE PATHFINDER CHARACTER SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY ADJUSTMENT	TEMPORARY MODIFIER	TOTAL	DAMAGE REDUCTION
STR STRENGTH					HP HIT POINTS	
DEX DEXTERITY					WOUNDS / CURRENT HP	
CON CONSTITUTION						
INT INTELLIGENCE					NONLETHAL DAMAGE	
WIS WISDOM						
CHA CHARISMA					INITIATIVE MODIFIER	

AC ARMOR CLASS		=	10	+		+		+		+		+		+		+		
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER		

TOUCH ARMOR CLASS		FLAT-FOOTED ARMOR CLASS		MODIFIERS	
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SAVING THROWS	TOTAL	BASE MODIFIER	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS	
FORTITUDE (CONSTITUTION)		=		+		+		
REFLEX (DEXTERITY)		=		+		+		
WILL (WISDOM)		=		+		+		

BASE ATTACK BONUS		CMB		=		+		+		+		
TOTAL				BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		MODIFIER		

SPELL RESISTANCE		CMD		=		+		+		+		10
TOTAL				BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		DEXTERITY MODIFIER		

WEAPON			ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	WEIGHT	NOTES		

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TYPE	RANGE	WEIGHT	NOTES		

SPEED	BASE LAND SPEED	SWIM	FLY	MODIFIERS
	WITH ARMOR	CLIMB	BURROW	

CLASS SKILL	SKILLS				MAX RANKS	
	SKILL NAMES	TOTAL BONUS	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC MODIFIER

☐ ACROBATICS		=	DEX		+		+	
☐ APPRAISE		=	INT		+		+	
☐ BLUFF		=	CHA		+		+	
☐ CLIMB		=	STR		+		+	
☐ CRAFT		=	INT		+		+	
☐ CRAFT		=	INT		+		+	
☐ CRAFT		=	INT		+		+	
☐ DIPLOMACY		=	CHA		+		+	
☐ DISABLE DEVICE*		=	DEX		+		+	
☐ DISGUISE		=	CHA		+		+	
☐ ESCAPE ARTIST		=	DEX		+		+	
☐ FLY		=	DEX		+		+	
☐ HANDLE ANIMAL*		=	CHA		+		+	
☐ HEAL		=	WIS		+		+	
☐ INTIMIDATE		=	CHA		+		+	
☐ KNOWLEDGE (ARCANA)*		=	INT		+		+	
☐ KNOWLEDGE (DUNGEONEERING)*		=	INT		+		+	
☐ KNOWLEDGE (ENGINEERING)*		=	INT		+		+	
☐ KNOWLEDGE (GEOGRAPHY)*		=	INT		+		+	
☐ KNOWLEDGE (HISTORY)*		=	INT		+		+	
☐ KNOWLEDGE (LOCAL)*		=	INT		+		+	
☐ KNOWLEDGE (NATURE)*		=	INT		+		+	
☐ KNOWLEDGE (NOBILITY)*		=	INT		+		+	
☐ KNOWLEDGE (PLANES)*		=	INT		+		+	
☐ KNOWLEDGE (RELIGION)*		=	INT		+		+	
☐ LINGUISTICS*		=	INT		+		+	
☐ PERCEPTION		=	WIS		+		+	
☐ PERFORM		=	CHA		+		+	
☐ PERFORM		=	CHA		+		+	
☐ PROFESSION*		=	WIS		+		+	
☐ PROFESSION*		=	WIS		+		+	
☐ RIDE		=	DEX		+		+	
☐ SENSE MOTIVE		=	WIS		+		+	
☐ SLEIGHT OF HAND*		=	DEX		+		+	
☐ SPELLCRAFT*		=	INT		+		+	
☐ STEALTH		=	DEX		+		+	
☐ SURVIVAL		=	WIS		+		+	
☐ SWIM		=	STR		+		+	
☐ USE MAGIC DEVICE*		=	CHA		+		+	

☒ CLASS SKILL *TRAINED ONLY

Conditional Modifiers:

Languages:

EXPERIENCE POINTS			
CURRENT		NEEDED	
MONEY	COIN		PRESTIGE POINTS
	PP		
	GP		
	SP		
	CP		OTHER VALUABLES

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