

CHARACTER NAME

CHARACTER SHEET

STARFINDER

DESCRIPTION

CLASS/LEVEL

RACE

THEME

SIZE

SPEED

GENDER

HOME WORLD

ALIGNMENT DEITY

PLAYER

ABILITY SCORES

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

SKILLS

SKILL RANKS
PER LEVEL

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
☐ ACROBATICS* (DEX)					
☐ ATHLETICS* (STR)					
☐ BLUFF (CHA)					
☐ COMPUTERS (INT)					
☐ CULTURE (INT)					
☐ DIPLOMACY (CHA)					
☐ DISGUISE (CHA)					
☐ ENGINEERING (INT)					
☐ INTIMIDATE (CHA)					
☐ LIFE SCIENCE (INT)					
☐ MEDICINE (INT)					
☐ MYSTICISM (WIS)					
☐ PERCEPTION (WIS)					
☐ PHYSICAL SCIENCE (INT)					
☐ PILOTING (DEX)					
☐ PROFESSION (CHA, INT, OR WIS)					
☐ PROFESSION (CHA, INT, OR WIS)					
☐ SENSE MOTIVE (WIS)					
☐ SLEIGHT OF HAND* (DEX)					
☐ STEALTH* (DEX)					
☐ SURVIVAL (WIS)					

†Trained Only ☒ Class Skill *Armor check penalty applies

SKILL NOTES

INITIATIVE

$$\text{TOTAL} = \text{DEX MODIFIER} + \text{MISC MODIFIER}$$

HEALTH AND RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

ARMOR CLASS

EAC ENERGY ARMOR CLASS	TOTAL	= 10 +	ARMOR BONUS	DEX MOD	MISC MOD
KAC KINETIC ARMOR CLASS	TOTAL	= 10 +			
AC VS. COMBAT MANEUVERS		= 8 +	KAC		
DR	RESISTANCES				

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

ATTACK BONUSSES

BASE ATTACK BONUS (BAB)

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK				
	TOTAL	BAB	DEX MOD	MISC MOD
RANGED ATTACK				
	TOTAL	BAB	STR MOD	MISC MOD
THROWN ATTACK				

WEAPONS

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL RANGE TYPE	AMMO/USAGE		SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL RANGE TYPE	AMMO/USAGE		SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL RANGE TYPE	AMMO/USAGE		SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
CRITICAL RANGE TYPE	AMMO/USAGE		SPECIAL

