

STARFINDER

CHARACTER INFORMATION

NAME			
CLASS/LEVEL	RACE	THEME	
SIZE	SPEED	GENDER	HOMEWORLD
ALIGNMENT	DEITY	PLAYER	

DESCRIPTION

ABILITY SCORES

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

INITIATIVE

TOTAL	=	DEX MODIFIER	+	MISC MODIFIER

HEALTH & RESOLVE

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

ARMOR CLASS

	TOTAL	=	10+	ARMOR BONUS	+	DEX MODIFIER	+	MISC MODIFIER
EAC ENERGY ARMOR CLASS								
KAC KINETIC ARMOR CLASS								
AC VS. COMBAT MANEUVERS								

ARMOR WORN: _____ DAMAGE REDUCTION: _____ RESISTANCES: _____

SKILLS

Class Skill ! Trained Only
* Armor check penalty applies

Class Skill	TOTAL	=	SKILL RANKS	+	CLASS BONUS	+	ABILITY MOD	+	MISC MOD
<input type="checkbox"/> ACROBATICS (DEX) *									
<input type="checkbox"/> ATHLETICS (STR) *									
<input type="checkbox"/> BLUFF (CHA)									
<input type="checkbox"/> COMPUTERS (INT)									
<input type="checkbox"/> CULTURE (INT)									
<input type="checkbox"/> DIPLOMACY (CHA)									
<input type="checkbox"/> DISGUISE (CHA)									
<input type="checkbox"/> ENGINEERING (INT)									
<input type="checkbox"/> INTIMIDATE (CHA)									
<input type="checkbox"/> LIFE SCIENCE (INT)									
<input type="checkbox"/> MEDICINE (INT)									
<input type="checkbox"/> MYSTICISM (WIS)									
<input type="checkbox"/> PERCEPTION (WIS)									
<input type="checkbox"/> PHYSICAL SCIENCE (INT)									
<input type="checkbox"/> PILOTING (DEX)									
<input type="checkbox"/> PROFESSION (CHA, INT, or WIS)									
<input type="checkbox"/> SENSE MOTIVE (WIS)									
<input type="checkbox"/> SLEIGHT OF HAND (DEX) *									
<input type="checkbox"/> STEALTH (DEX) *									
<input type="checkbox"/> SURVIVAL (WIS)									

SKILL NOTES

SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC MODIFIER
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

ATTACK BONUSES

	TOTAL	=	BAB	+	ABILITY MODIFIER	+	MISC MODIFIER
MELEE							
RANGED							
THROWN							

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	

STARFINDER

ABILITIES

EQUIPMENT

[illegible]

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LANGUAGES

CARRYING CAPACITY	
ENCUMBERED	OVERBURDENED

CARRYING CAPACITY

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OTHER WEALTH

EXPERIENCE

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STARFINDER

SPELLS KNOWN

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1st

2nd

3rd

4th

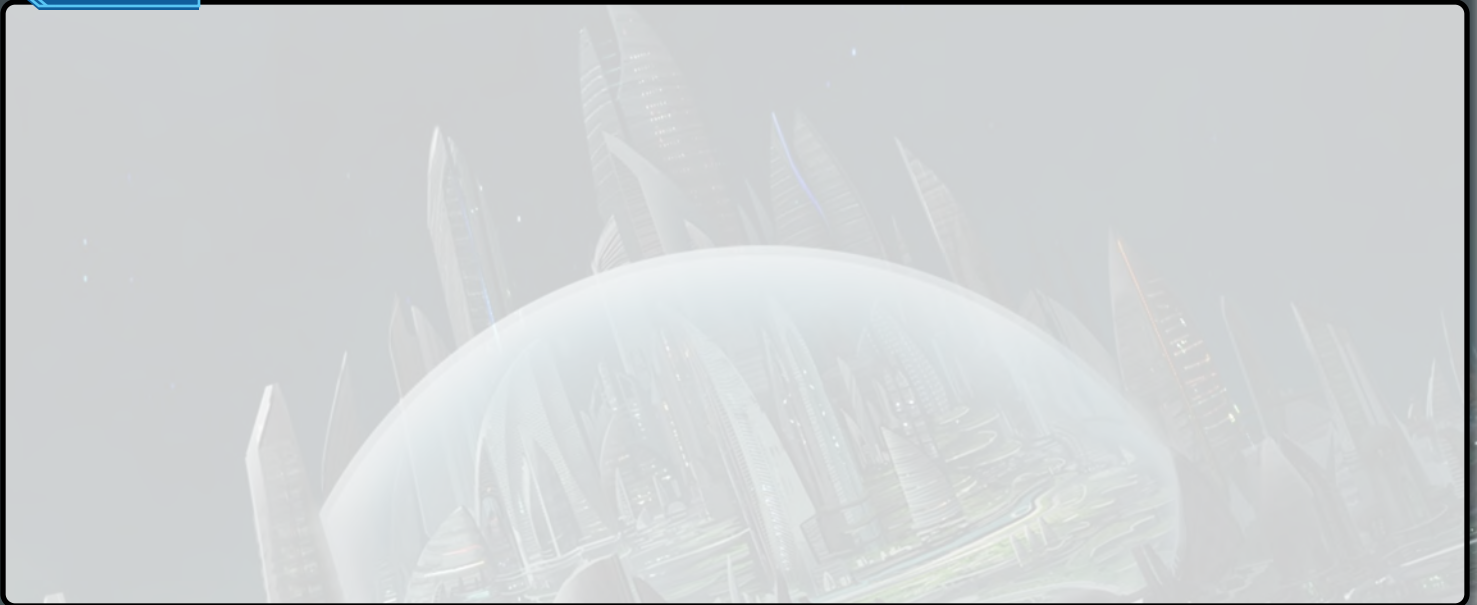
5th

6th

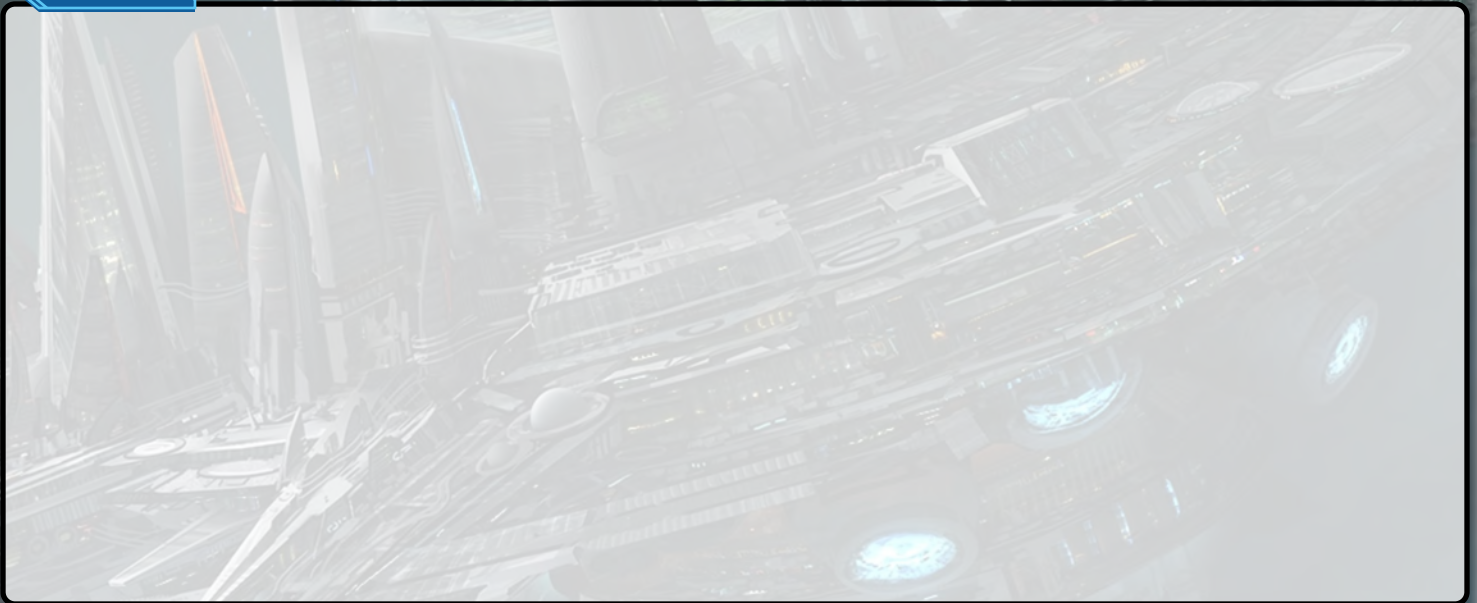
SPELL NOTES

STARFINDER

PEOPLE



PLACES



THINGS

