

STARFINDER

Character Sheet

Ancestry

Heritage and Traits	Size

Character Name

Player Name

Background

Background Notes

Level

XP

Hero Points

Gain 1 at the start of each session and when granted by the GM. Spend 1 to reroll a check. Spend All to avoid death.		

Attributes

<input type="checkbox"/> Strength ○ Partial Boost	<input type="checkbox"/> Dexterity ○ Partial Boost	<input type="checkbox"/> Constitution ○ Partial Boost	<input type="checkbox"/> Intelligence ○ Partial Boost	<input type="checkbox"/> Wisdom ○ Partial Boost	<input type="checkbox"/> Charisma ○ Partial Boost
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Defenses

Armor Class	Shield	Hardness	Max HP	BT	HP
Armor Proficiencies					
Unarmored	Light	Medium	Heavy		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
10					
Base Dex* Prof Item					
* Use armor's Dex cap if lower					

Fortitude

Con Prof Item

Reflex

Dex Prof Item

Will

Wis Prof Item

Hit Points

Maximum	Current HP	Temporary HP
Dying ○○○○		
Wounded <input type="checkbox"/>		
Resistances and Immunities		
Conditions		

Skills

Acrobatics	<input type="checkbox"/>				
Arcana	<input type="checkbox"/>				
Athletics	<input type="checkbox"/>				
Computers	<input type="checkbox"/>				
Crafting	<input type="checkbox"/>				
Deception	<input type="checkbox"/>				
Diplomacy	<input type="checkbox"/>				
Intimidation	<input type="checkbox"/>				
— Lore	<input type="checkbox"/>				
— Lore	<input type="checkbox"/>				
Medicine	<input type="checkbox"/>				
Nature	<input type="checkbox"/>				
Occultism	<input type="checkbox"/>				
Performance	<input type="checkbox"/>				
Piloting	<input type="checkbox"/>				
Religion	<input type="checkbox"/>				
Society	<input type="checkbox"/>				
Stealth	<input type="checkbox"/>				
Survival	<input type="checkbox"/>				
Thievery	<input type="checkbox"/>				

Languages

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Perception

Wis Prof Item
Senses and Notes

Speed

Special Movement

Strikes

Melee Strikes

Weapon			Damage
		Str Prof Item	
Traits and Notes			

Weapon

			Damage
		Str Prof Item	
Traits and Notes			

Ranged Strikes

Weapon	Range (ft.)		Mag/Exp	Damage
Traits and Notes				

Weapon

	Range (ft.)		Mag/Exp	Damage
Traits and Notes				

Weapon

	Range (ft.)		Mag/Exp	Damage
Traits and Notes				

Weapon Proficiencies

Unarmed	Simple	Marital	Advanced	Other
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Critical Specializations

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Class DC

10
Base Key Prof Item

Reminders

Proficiency
Untrained +0
Trained 2 + level
Expert 4 + level
Master 6 + level
Legendary 8 + level

Action Icons

◆ Single Action
◆◆ Two-Action Activity
◆◆◆ Three-Action Activity
◇ Free Action
↻ Reaction

Level 1	Ancestry and Heritage Abilities	Class Feats and Features
	Ancestry Feat	
	Background Skill Feat	
2	Skill Feat	Class Feat
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry FeatBoosts	Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill FeatBoosts	Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General FeatBoosts	Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill FeatBoosts	Class Feat


Held Items	Bulk

Consumables	Bulk

Worn Items	Invested	Bulk

Weapons	Mag	Bulk

Bulk



Light Items

10 light Bulk items = 1 Bulk

Encumbered Bulk

5 + Str

Maximum Bulk


10 + Str

Maximum Invested


10

Valuables	Price	Bulk

Wealth Credits



UPB (Universal Poymer Base)



Character Sketch

Origin and Appearance

Port of Call

Homeworld

Age

Gender & Pronouns

Height

Weight

Appearance

Personality

Attitude

Deity or Philosophy

Edicts

Anathema

Likes

Dislikes

Catchphrases

Campaign Notes

Notes

Allies

Enemies

Faction

Actions and Activities

Name

Actions

Traits

Page #

Effects

Name

Actions

Traits

Page #

Effects

Name

Actions

Traits

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Effects

Name

Actions

Traits

Page #

Effects

Free Actions and Reactions

Name

Traits

Page #

Trigger

Effects

Name

Traits

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Trigger

Effects

